

OWASIPPE LEADERS' MANUAL 2015

CAMP BLACKHAWK



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Contact Information

Pathway to Adventure Council

The Pathway to Adventure Council Camping Department is located at the Chicago Office, and can handle any questions concerning reservations and payments.

Pathway to Adventure Camping Department
1218 West Adams
Chicago, IL 60607

Or, you may contact the Director of Support Services, Aaron Vikemyr, by phone or e-mail at:

Pathway to Adventure Camping Dept. Phone 312-421-8800 ext.202
Pathway to Adventure Camping Dept. Fax 312-421-4725
E-mail Aaron.Vikemyr@scouting.org

Visit the Pathway to Adventure Council online at:
www.pathwaytoadventure.org

Owasippe

All Scouts like to receive mail while at Owasippe! Please inform your Scouts and their parents of your Troop's summer address:

Your Scout's Name, Troop Number
Name of Section Camp (e.g., Blackhawk, Wolverine, and Reneker)
Site Number
Owasippe Scout Reservation
9900 Russell Road
Twin Lake, MI 49457

When mailing packages and letters, please allow enough time for delivery to camp. We cannot guarantee the return of letters or packages that arrive after the scout or leader has left camp.

In the event of an emergency during the camping season, you may call or fax information to the following numbers. Please be prepared to give the Name, Troop Number, and Section Camp of the person you are trying to contact.

Owasippe Phone 231-894-4061
Owasippe Fax line 231-893-6531

****Remember, Owasippe time is one hour LATER than Chicago time.**

Letter from the Reservation Director

Dear Owasippe Leader:

The Owasippe Scout Reservation is now well into the second century of providing character building experiences for youth. If you consider the hundreds of thousands of boys who have had an Owasippe camping experience and think about what those boys accomplished as they grew up, you will know that the influence of this camp on America and the Chicagoland area has been enormous.

What helped shape the young men who have come through this camp was made possible by the teamwork of the camp staff and the unit leaders who, working together, made the Owasippe experience happen and be so important to so many.

This year, just like the previous 103, we will provide an outstanding camping experience to our youth by working together as a team. We, as a staff, know that we are here to support you and the program that your unit is providing to the youth of today. As such, we have taken a few new tacts in an effort to become better at what we do.

- We have increased the number of leader meetings and expanded them geographically to try and accommodate more of the units that will be attending camp.
- We have moved up our hiring schedule to try and get quality staff members under contract so that we don't lose them to other summer employers.
- Our staff is undergoing off-season training so that we can make our presentations and interactions with the scouts second to none.
- We have some exciting new programs to offer this year that should be especially attractive to older scouts and help your older scout retention.
- We have a new program to challenge you, *the adult leader*, to have fun with YOUR Owasippe experience and be recognized for it. (What a concept!)
- We also have another, brand new, unique to Owasippe, activity designed for older scouts. It is our new STEM outpost. Scouts who want to try some real scientific investigation will use a variety of skills, abilities and tools to do actual scientific investigation. Scouts will be using an underwater robot and performing multiple observations, collection and analysis functions all of which will result in a scientific report to the Michigan Department of Natural Resources. This will truly be science and engineering in action.
- Additionally, with the aid of the Camping Committee's Program Sub-Committee and the Properties Committee we are try to develop even more exciting things for our camp to keep it vibrant and to keep challenging your scouts for 2016 and beyond.

This leader's manual is designed to help you and your scouts prepare for and administer a stellar summer camp experience. This manual is packed full of information to answer your questions and help prepare for the camp experience. I am very excited about what we have going on at America's oldest Boy Scout Camp, and I look forward to working together with all of you this summer.

Yours in Scouting

Ray Gawne

Reservation Director, Owasippe Scout Reservation

Letter from the Blackhawk Camp Director

February, 2015

Dear Prospective Blackhawk Leader,

Welcome to Camp Blackhawk Go! I am eager and delighted to present to you our 2014 summer camp program. Our staff has worked diligently to ensure that you and your Scouts have an unforgettable summer that will also help them on their path to Eagle. Blackhawk's unique setting and quality program options will allow your unit to have a remarkable experience.

The Blackhawk staff and I have always taken our commitment to being "on the level" very seriously and will continue to provide only the highest level of customer service and support to your unit's program. Please use this manual to guide you in planning your week at camp.

In order to maximize time inside and outside of merit badge class, we will continue a block-scheduling format. We have swapped out a few merit badges, in order to provide new opportunities for your scouts. We will continue to offer open program times so that Scouts may have opportunities to explore "All the Wealth" that Owasippe has to offer. In addition to this, we will continue to maintain our focus on entertaining evening program. It is our goal that your Scouts enjoy all of our programs here at Camp Blackhawk Go!

This summer we have included opportunities for our pathfinders to earn 2-3 merit badges along with their rank advancement. We will continue an in-site Steak Night to provide your Scouts additional cooking opportunities while at summer camp. This summer will also feature two new camp-wide gatherings, the inaugural Don Ho Memorial Classic, and a reservation wide game day.

Our vision is to continue to provide a program that emphasizes the aims and methods of Scouting, delivered by a staff that epitomizes the mission statement of the Boy Scouts of America.

We can't wait for your unit to join our "great gang" that camps at Blackhawk. As we continue moving forward, 104 years strong, I thank you for considering Owasippe. But most importantly, thank you for all that you do as adult volunteers in our organization. Your example and presence in the lives of America's youth is irreplaceable.

Yours in Scouting Always,

A handwritten signature in black ink that reads "Andrew Piper". The signature is written in a cursive, flowing style with a large, stylized 'A' and a long, sweeping underline.

Andrew Piper
Blackhawk Camp Director

The Remarkable Vigil of Chief Owasippe

There are many legends regarding the lands, rivers, and lakes of this area, but none more interesting than the legend surrounding the man whose name we have adopted for our camp.

Owasippe was the great chief of the Potawatomie Indians who occupied this land in the early part of the 19th century. Legend compares his great wisdom with that of Solomon's. The village over which the chief presided was on the flat at the foot of a hill near the Bishe-Gain-Dang (beautiful river in the Potawatomie language). The French trappers of the time knew the river as River Blanc. Today, we call it the White River.

The Bishe-Gain-Dang furnished the tribe with fresh water and a safe landing for their canoes. Both fishing and hunting were good and the wooded hills that surrounded them kept out the cold winter winds. They were also comparatively safe from attacks by hostile bands in the area.

Owasippe married late in life and when he became the father of two sons, he was overjoyed. As his sons grew, he taught them to find their way through the forest with the stars and the sun to guide them. He taught them to recognize the animals and the birds, the useful trees and plants, so that they might enjoy the full abundance around them.

Finally, the boys reached the age when they must prove their ability to become braves in the tribe. To earn this right, they had to undertake a great journey. They were required to spend several moons living in strange countries, surviving on what food they could find. If they could pass these tests with honor and courage, the tribe would officially recognize them as braves.

The boys loaded their canoes and set out. They followed the White River into White Lake and into the dangerous waters of Lake Michigan. They followed the shoreline south for many days and then turned north again until they came to a place called "Cheekahgaw," which means "place of wild onions." Today, we know that place as Chicago. To gain protection from hostile bands, the white men had built Fort Dearborn at the mouth of the river.

The sons of Owasippe stopped by Fort Dearborn and expressed friendly greeting in the name of their father. Here at Fort Dearborn, they remained for many days, making friends and trading with the settlers. Eventually, they knew it was time for them to return. Once again they set out on the perilous journey back to their beautiful valley.

When they failed to return after a reasonable length of time, Chief Owasippe became anxious. Every day, he would climb to the top of a high hill and sit for hours beneath a great pine tree, scanning the long marsh and watching for their reappearance on one of the many streams that wound through the tall grass. But they did not appear nor could he learn news of their whereabouts. They might have drowned in the treacherous river or met enemies who tortured and killed them. Whatever happened, the two boys were never seen again.

There he sat day after day. Several weeks passed, but he refused to leave. His fellow tribesman and closest advisors brought him food until finally he refused to eat. Eventually, Owasippe succumbed to uncertainty and disappointment. His people found him dead beneath the great pine. Owasippe's people buried him in a sitting position on the spot where he died and covered his grave with a huge mound, as was worthy of a chief of his status.

In the early 1890's, three boys were following a trail near the mouth of Silver Creek when they noticed something that resembled the end of a canoe protruding from the bank. Hurrying back to town, they notified the village Marshall, who returned with the boys bringing men and shovels.

They unearthed two dugouts, each containing the skeleton of a teenage Indian. They also found the metal parts of a flintlock rifle, bits of decayed blankets, a copper kettle, and a silver ornament.

It was apparent from the evidence that these youth were the missing sons of Owasippe. The two boys had apparently pulled their canoes up along the high bank for the night, and the river, constantly cutting into the earth, had caused the bluff to cave in, burying them where they slept. The spot was less than a mile from where Owasippe had sat watching.

When the remains of Owasippe's sons were found, the great pine by which Owasippe sat was still standing. By 1911, when Scouts began camping on these grounds, only a rotten log remained. Now, even that has disappeared. The mounds have been settled beyond recognition and the incredible legend of Chief Owasippe would have been lost except for the marker placed near his grave by the Boy Scouts of the Pathway to Adventure Council.

Many Indian names have sacred meanings, and efforts have been made to learn the correct meaning of the Chief's name, but the Potawatomie language, being strictly oral, makes the matter difficult. Experts believe the name to be derived from the word "Awassisibi," meaning "one who looks beyond the river."

The courage and nobility displayed by the sons of Owasippe on their journey speak to the Scout virtues of Friendliness and Bravery, and their knowledge of the wilderness and ability to survive by their skills echoes the training of today's modern Scout laws.

It is said that the spirits of Chief Owasippe and his two sons still walk the trails of the Reservation and join with the many Scouts who visit us each year. On quiet nights, when all is still, those Spirits have been known to answer when called.

The Owasippe Scout Camps

The Scout camps at Owasippe provide opportunities for Scouts and Leaders to match their outdoor skills and program needs with the section camp that best fulfills their purposes.

Camp Blackhawk

Situated on the shores of Big Blue Lake, Camp Blackhawk offers opportunities for lake swimming and boating. Scouts eat in a spacious dining hall amid pine walls and under high-beamed ceilings. Scouts enjoy the fellowship of Scouting at each meal through songs, skits, and special programs.

Camp Wolverine

Beautiful Lake Wolverine is the setting for rugged Camp Wolverine. Troops eat “family-style” in their sites from unique hot packs, delivered three times daily. Scouts launch rowboats and canoes from the Lake Wolverine docks and swim in an Olympic-sized pool.

High Adventure and Outposts

Owasippe provides a robust High Adventure and Outpost program for our campers. These programs are spread out across the reservation and include sailing and water sports, COPE and climbing, and horsemanship and golf. These programs really bring out the excitement of Owasippe Scout Reservation.

Reneker Family Camp

Since 1964, Camp Reneker has offered exceptional outdoor programs for Scouting families. Morning programs are offered for children ages 4-18, as well as Adult program, which give campers the opportunity to craft, swim, hike, and have fun at their own pace, led by Reneker’s friendly and energetic staff.

Reneker accommodations include one cabin per family with sleeping arrangements for 4-5 people. Many programs are included in attendance cost, and programs are offered morning, afternoon, and evening. Family campers are also invited to participate in Owasippe High Adventure activities.

Fee Schedule and Refund Policy

Summer Camp Fees

Scout Fees:	\$280 (\$320 after June 1)
Adult Leader Fees:	\$165

Reserve a Site for Summer Camp

\$100 Site Deposit is due at application. The deposit is non-refundable after December 15th; the deposit will be applied to the balance of your troop fees. Please note that a \$100 deposit is due per site and per week. Units staying in two sites for two weeks would owe a \$400 deposit.

February Payment

All units must submit a payment of \$30 for each youth and adult attending camp by February 28th.

May Payment

Final payment must be submitted by May 31st. This payment should include any camp cash certificates or campership credits.

Late Fees

Payments received after May 31st will incur a \$30 late fee per Scout. Late fees will be assessed at unit settlement at the end of the week. If you need an extension, you must call the camping department prior to May 31st. Late fees will NOT be waived after the fact. New Scouts pay regular fee.

New Scouts

Scouts who join the troop after January 1st of the year they attend camp are not subject to late fees.

Payment

Payments should be in the form of a check payable to Boy Scouts of America. They can be mailed to the council office at 1218 West Adams St. Chicago IL, 60607.

Camperships

The Pathway to Adventure Council is committed to providing opportunities for all PTAC Scouts to attend camp at Owasippe. Any youth interested in applying for a campership may do so. Please consult the campership letter and application in the appendix for more information.

Camperships will be awarded by a volunteer committee and the Troop Scoutmaster will be notified of any campership awards. It is important to note that the campership deadline is May 1st and the approval committee will do its best to turn around the applications in a timely manner. That said, late applications may not be reviewed in time to make the May payment deadline.

Waiting for campership results will not be accepted as a reason for late payment and a late fee will be charged. In these instances, send in payment less the amount of campership requests. After the camperships are awarded, you can pay any balance after the deadline.

Units are strongly encouraged to bring copies of the campership letters with to the troop settlement at the end of the week. For more information, consult the Arrival and Departure section of the manual.

Camp Cash

The popcorn sale is a great opportunity for Scouts to earn money to go to camp. One of the more popular incentive programs is Camp Cash. Camp cash certificates must be submitted along with the final payment at the end of May. We strongly suggest that you retain copies of these certificates and bring them along to troop settlement at the end of the week. See the Arrival and Departure section for more information on troop settlement.

Camp Cards

The camp card program is another option Scouts have to earn money to go to camp. These cards contain coupons for local products and services. Scouts can a percentage of the value of each card they sell.

Refunds

Deposits are non-refundable at anytime. Any Scout whose fees are paid who does not attend camp may receive a refund less \$50 administrative fee to cover cost incurred for the program. If a camper leaves camp for medical reasons after arriving, a pro-rated refund (less administrative expenses) based on days at camp can be requested in writing. All refund requests must be made before November 1st.

Pre-Camp Checklist

- ☐ February 1st: Submit Registration form and campsite deposit of \$100 per site/week (if attending multiple weeks), to Pathway to Adventure Council, B.S.A., 1218 W. Adams, Chicago, IL 60607, Attention: Camping Department
- ☐ Late February/Early March: Attend Leader's Meeting (Information will be posted on Council Website, www.pathwaytoadventure.org)
- ☐ February 28th: Scouts and Leader's deposits paid to Pathway to Adventure Council Office.
- ☐ April 15th: Submit Scout's Campership forms to your Council.
- ☐ Late April: Begin online program sign-up. Consult Program Section for more information.
- ☐ May 1st: Parents aware of all plans including camp address and the possibility of boys not being permitted to attend camp if they do not have a current health form at check-in.
- ☐ May 1st: Plan troop and Scout program for the week. Consult Program Section for more information.
- ☐ May 31st: Submit Final Payments to Council office.
- ☐ June 1st: Provide Scouts with personal equipment list.
- ☐ June 1st: BSA Annual Health & Medical Record form completed **for each Scout and adult** attending camp. Physicals must be signed by a physician. Retain a copy for your troop's records. Be prepared to submit copies at check-in. Copies will **NOT** be returned.
- ☐ June 1st: Transportation, Tour Plan, and Insurance verified and arranged.
- ☐ 2 Weeks prior to your camping week: Online program sign-up closes.
- ☐ 2 Weeks: Submit Equipment Planner to Council office at least two weeks prior to camp. (see Appendix)

EQUIPMENT / FACILITIES

Equipment available in each campsite:

Picnic tables	KYBO (Latrine)	Bulletin Board
Drinking Water		

Equipment available for troops at no charge:

2-person wall tents (9'6" x 7'6")	Canvas Cots
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NOTE: Troop supplied tents **MUST** meet the minimum standard of 30 square feet of floor space per camper, 7x9 tent would suit 2 people. Personal tents **MUST** be marked “**NO FLAMES IN TENTS**” directly on the tent or with a sign permanently attached to the tent to meet National Standards. This includes screen tents.

Coolers and Ice:

Troops that will be storing food in camp should plan to bring coolers that can be kept secure in their campsite. A limited amount of ice is available for purchase from the Trading Post.

Suggested Equipment the Provided by the Troop:

Troop first aid kit	Troop Flag	Lockable box for medications
Binders twine	Patrol Flags	Rope for lashing and roping off ax yard
Lantern	Materials for campfire skits and songs	Tarps
U.S. Flag	Axes & Saws	Unit merit badge pamphlets

Suggested Equipment for Camp Scoutmasters:

Alarm Clock	Thumb tacks and plastic cover for bulletin board	Radio for weather reports
Advancement Records	Scoutmaster's Handbook	Unit checkbook
Unit Medical Log	Scout Handbook	Footlocker and lock (For securing valuables)

Don't forget to bring the home addresses and telephone numbers of all Scouts, including parents' work and cell phone number and vacation address and phone number if they will be away from home during the camp period.

Camp Services

Administration Center

The Administration Center is located at 9900 Russell Road and is the centerpiece of the Ad Center complex. Ad Center houses offices for the Reservation Director, Associate Reservation Director, Business Manager, and the High Adventure Director. The hours of operation are Sunday from 12 p.m. until 9 p.m., from 9 a.m. until 9 p.m. Monday through Friday, and Saturday from 9 a.m. until 5 p.m. There are also a number of services provided to campers located there.

Telephone and Fax

An outside telephone line and fax machine is available. These are for business use and should only be used in case of an emergency.

Internet Service

Wireless internet service is available during open hours in the Ad Center complex. Seating is available in the Snack Bar area.

E. Urner Goodman Scout Museum

Owasippe offers one of the most unique experiences for Scouts and visitors in America. A converted Early American Township Hall with a one-room schoolhouse holds a truly remarkable collection of Scouting history and memorabilia from Owasippe's over 100 years of operation. Please stop by and view the history of Scouting at the E. Urner Goodman Scout Museum, located at the Administration Center complex. Units camping at Owasippe are encouraged to leave a piece of their history by donating a Unit photograph with a roster of campers to our yearly photo album. E. Urner Goodman, the founder of the Order of the Arrow, was the Owasippe Reservation Director and Chicago Council Scout Executive in the 1920s. Units interested in visiting the museum can schedule a time with the Administrative Assistant in the Ad Center.

Health Lodge

The Owasippe Health Lodge, located behind (just southwest of) the Administration Center, is staffed with personnel who meet BSA and State of Michigan qualifications 24 hours a day. The health lodge personnel are tasked with providing basic emergency medical service as well as monitoring and maintaining the health, safety, and well-being of the campers and staff. Sick call begins each morning at 9 a.m. for non-emergency medical evaluation and treatment.

Maintenance Center

The Owasippe maintenance center is located in the Ad Center complex. This facility is the center of the maintenance operation and is run by the Camp Ranger and his staff. This area, however, is off limits to campers. Any maintenance needs you have should be communicated to your Commissioner or Camp Director.

Food Preparation Center

The food preparation center, affectionately known as Food Prep, is located in the Ad Center complex near the museum and trading post building. All meals are prepared in this commercial kitchen facility by our food service staff. For more information on food service, consult the food service section of this manual.

Owasippe Trail System

The Owasippe trail system remains the camp's oldest program resource, dating back to Owasippe's origin in 1911. In fact, many of these routes predate Owasippe as Native American passages, pioneer trails, or lumberjack roads. These trails traverse the Reservation for miles, cutting through some of the most scenic and historic locations of Muskegon County and the Manistee National Forest.

The Blue Trail is a circular trail that skirts the boundaries of Owasippe. It has a greater level of difficulty and is suited to older Scouts and experienced hikers. Its inspiring scenery and natural wonder compliment the challenge of this wilderness route that takes hikers through the marl beds, one of the wonders of Owasippe.

The Orange Trail is a circular trail that follows the edge of Lake Wolverine, traveling through camps Carlen, Crown, and Wolverine. While Lake Wolverine is a man-made reservoir; the lake has become an integral part of Owasippe's ecosystem, and many species of plants and animals can be seen by hiking this trail. Common wildlife sightings include turtles, fish, snakes, porcupines, Great Blue Heron, swans, and ducks. For the best chance to see wildlife and great lighting for photography, this trail is best visited early in the morning.

The Red Trail begins at Camp Blackhawk and traverses west past Pickerel Pond, through Paradise Valley and on to Owasippe's Grave. The trail then goes south past Pierre's Bayou to the Administration Center, past the Tar Pits and ends at the south end of Lake Wolverine, at the Orange Trail.

The White Trails connect other trails together or lead to points of interest.

Owasippe's trails are marked with colored fleur-de-lis embossed with the word "Owasippe." A trail map and maps of Owasippe are available from your Commissioner.

Scouts and Leaders who hike every trail at Owasippe may wear the "I Hiked 'Em All" patch, available in the Trading Post. Also available for purchase in the Trading Post are segment patches for hiking each individual trail and large OSR trail maps.

Section Camp Services: (Blackhawk)

Camp Blackhawk, located on the south shore of Big Blue Lake, is a full service Boy Scout summer camp and part of the Owasippe Scout Reservation. The camp director and their staff are prepared to provide a top-notch program for your Scouts and leaders. In addition to the program described later in this manual, there are a number of important services provided in the section camp.

Commissioner Services

Camp commissioners are a unit's best friend during their time at camp. They are your liaison with the camp, your personal programming expert, and camp guide. Your Commissioner will greet your unit as you arrive at camp and assist you through the check-in process. He or she will also visit you at least once a day to check on you. Services your Commissioner provides include:

Programming Assistance

Your Commissioner can help you organize your overall camp program. He or she is an expert on what camp has to offer and can assist you with your unit program.

High Adventure and Outpost Additional Sign-up

Additional mid-week high adventure and Outpost sign ups can be handled by the Commissioner or the camp office.

Campsite Supplies

Garbage bags, toilet paper, and paper towels can be obtained through your Commissioner or from the office, by an adult.

Daily Meal Counts

Every day your Commissioner will take your daily food count. This is your chance to add any guest meals, order any special extras, and communicate any special dietary needs to the dining hall or kitchen.

Equipment Needs

Your Commissioner will get you any extra or replacement tents, cots, or other campsite equipment. He or she is committed to filling equipment needs in a timely manner. Any campsite-related maintenance needs should also be communicated through the Commissioner.

Pathfinder Program

Commissioners administer the Pathfinder program, a course of activities designed for first-year campers at Owasippe. As some of the most experienced staff members, commissioners are well suited to instruct this program. More information on Pathfinder can be found in the program section of this manual.

Leaders' Meetings

During the leaders meetings, your unit's Commissioner will assist you in organizing your program, including signing up for additional High Adventure and Outpost programs. This is also an ideal time to address issues like equipment needs and campsite supplies.

There are three important meetings for the unit leaders to attend. The location for each meeting is in parentheses.

Sunday, 7:00 p.m. (Handicraft)

This meeting will get you ready to go for your week at camp. Your camp director will review the rules and policies of camp, discuss programming, inform you of any administrative information, and get you pumped up for the week to come. It is important to note that OA call-out information is due at this time. See the Order of the Arrow section of this manual for more information.

Wednesday, 1:00 p.m. (Leader's Patio)

This meeting will immediately follow the leaders' cook out. During this meeting, any important information will be shared and you will have a chance to provide some feedback on the week. You will have a chance to sign up for a settlement time and be able to check up on your Scout's merit badge progress. A member of the food service staff will also be in attendance.

Friday, 4:00 p.m. (Leader's Patio)

This will be the final meeting before the end of the week. During this meeting you will receive your units merit badge cards, check-out procedures, and turn in your camp evaluation. This is the time to make sure all blue cards are accounted for and filled out correctly. These cards will not be placed in the end of the week goodie bag. Lastly, you will have a chance to share any final thoughts and feedback with the camp director.

Senior Patrol Leader Meetings

These meetings will provide your junior leadership with pertinent information for your stay at camp throughout the week. There are several meetings that an SPL or a designee should plan on attending:

Sunday, 6:45 p.m. (Leader's Patio)

Immediately following dinner service on Sunday, all SPLs should gather on the Leader's Patio for information regarding the daily Commissioner visit and the Baden-Powell Award inspection. SPLs will also receive information on the Fireguard Charts and Steak Night.

Wednesday, 1:45 p.m. (Leader's Patio)

Immediately following lunch service on Wednesday, all SPLs should gather on the Leader's Patio for a mid-week checkup with the staff. Items to be discussed include Pathfinder Adventure, Steak Night, Closing Campfire, and Check-out procedures.

Friday, 1:45 p.m. (Leader's Patio)

Immediately following lunch service on Friday, all SPLs should gather on the Leader's Patio for a final meeting with the staff. Items to be covered include Closing Campfire setup and check-out procedures.

Office Services

The Blackhawk office, which is attached to the dining hall, provides a variety of helpful services to leaders through the week. It will be staffed before and after meals, and the dining hall director will be providing extra assistance throughout the day. Office services include the following:

Paperwork

Merit badge cards, parking passes, staff applications and other paperwork can be obtained by an adult or responsible older Scout.

Ice

Ice can be purchased in the trading post. Receipts/tickets can be brought to the office to pick up the ice.

Medication Storage

Units who are unable to provide medication storage or need refrigerated storage may keep their medication in the office. See the health policies section for more information.

High Adventure and Outpost Additional Sign-ups

Additional High Adventure and outpost sign-ups may be done through the camp office or your Commissioner.

Garbage

All garbage must be brought daily to the office, securely tied with a square knot. A staff member will escort you to the garbage racks located near the dining hall. To avoid problems with wild life, garbage should not be stored overnight in the campsite. Remember, a Scout is Clean.

Bathroom and Shower Facilities (KYBOs)

Each campsite has access to a Bathroom facility. This building, often called a KYBO, has two flush toilets, a urinal, and a sink. In some cases KYBOs are shared between units. It is the responsibility of each unit using a KYBO to keep it clean. In addition, some KYBOs have a shower. The Pioneer sites (sites 16 – 20) have access to a shower building. There are a number of rules that apply to our bathroom and shower facilities.

Cleaning

Each unit is responsible for keeping their KYBO and shower facility clean. Commissioners will coordinate which units will be responsible for cleaning on which days. Each KYBO and the shower building should be cleaned daily. Commissioners will provide instructions and expectations on cleaning.

Youth and Adults

Youth and Adults must not use bathroom and shower facilities at the same time. The same holds true for males and females. Each KYBO and the shower facility have a sign signifying its use at any given time. In addition, please do a verbal check prior to using the facility.

Maintenance Needs

Any maintenance needs should be reported immediately to the Commissioner or Camp Director.

Be Courteous

Remember that a Scout is Courteous. Please make sure you are doing your part to keep the KYBO and shower facility clean for your fellow campers. Horseplay is never allowed.

Leaders' Patio

The leaders' patio is just outside the camp office at the dining hall. Leaders are invited to use the picnic tables in this area. A number of camp meetings are held in this area, and it is a convenient place to visit with other unit leaders and staff. Scouts are not allowed in this area without permission.

Pizza Night (Thursday)

Looking for a way to reward your Scouts for a job well done, a Thursday night treat, or a change from our camp meals? Then Pizza night is for you. Owasippe has partnered with the local Pizza Hut to provide you the opportunity to have pizza delivered to the camp. Check your troop mailbox for order forms. All orders must be turned in and paid for by Wednesday lunch. Pizzas need to be picked up no later than 9:15p.m. from the dining hall. The dining hall bell will ring to signify arrival. Pizza Night does not replace dinner. Scouts and leaders should still plan on attending dinner Thursday unless previously arranged with your Commissioner.

Arrival and Departure

Check-in Times

Troops journeying to Owasippe by private vehicles should plan to arrive at Noon or shortly after, when Ad Center check-in takes place. Troops should plan to arrive between noon and 3 p.m. Troops arriving to Owasippe after 3 p.m. may not have enough time on Sunday to complete sub-camp specific check-in procedures such as swim checks, meal orientations, etc. Owasippe is approximately 210 miles from Chicago, and the trip takes about 4.5 hours. Owasippe is on Eastern Daylight Time. For directions, see the map in the appendix.

Ad Center Check-In Procedures

Upon your arrival at Owasippe, go directly to the Ad Center Complex and park in the lot. Then proceed to the Snack Bar area for Check-in.

Station One: Business Staff

This will be your first stop. You will need to have all your pre-camp paperwork handy, which includes the following:

1. Three (3) copies of your unit roster
2. A completed Michigan Youth Protection form for each adult at camp
3. Proof of completion of youth protection training in the last two years for each adult in camp
4. An approved Tour Plan
5. A copy of the council accident insurance policy for non-Pathway to Adventure Council units
6. Turn in Background Check forms for adults (21 and over) who have not completed the process previously

Station Two: Food Service

After completing the business staff step, proceed to the food service table. Here, you will be able to discuss any food issues or concerns with our food service staff, as well as provide the meal counts for Sunday and Monday.

Station Three: Adult Programs and the Order of the Arrow

This is an optional station set aside for units that want to sign up for adult programs or OA programs. These include all of the adult leader trainings such as youth protection training and introduction to outdoor leader skills, as well as the OA induction and Brotherhood ceremonies. These programs are described in Program section of this manual.

Station Four: High Adventure

This stop is highly important for any troop that has signed up for High Adventure and Outpost programs at camp. The first step will be to visit the High Adventure director who will review your online sign-up

choices and let you know what your program selections were. You will then have the opportunity to change your selections and sign up for any available spots with the different program area directors seated in the High Adventure section.

As you go through the process, you will be issued the necessary receipts for each program time. The purpose of these receipts is described in the High Adventure and Outpost Programs portion of the Programs section of this manual.

Section Camp Check-In Procedures: Camp Blackhawk

After completing the Ad Center check-in process you will need to head to your section camp. Follow these steps for section camp check-in.

Main Gate

When you arrive to the main gate, a staff member will verify that your troop has checked in at the Ad Center and then will give you directions to your campsite.

Campsite

Once you arrive to your campsite you may begin unloading your equipment and preparing for medical rechecks and swim checks, a guide will arrive shortly to assist you in the check-in process. Please notify your guide of any equipment issues.

When all of the Scouts are ready, have them assemble for a brief campsite orientation. Your guide will inform your Scouts on several topics:

- Pertinent equipment and facilities in your campsite
- How to respond in case of emergency
- Restricted areas
- Dress code and the buddy system
- “Shoes-Off” time
- Wristbands Policy

Handicraft Pavilion

When you’re troop is initially settled and prepared for swim checks, you’re guide will escort you to the handicraft pavilion to complete the check-in process. You will need to bring with your check-in card from the Ad Center, two copies of the unit roster, and your medical forms.

Medical Recheck

After the orientations, you will begin the medical recheck process. Consult the medical policies and procedures section of this manual for more information.

Dining Hall Orientation

Following the Medical Recheck, your guide will bring your troop to the Dining Hall for orientation. This will inform your Scouts on how the dining hall works, including waiter responsibilities, rules, session times, and any other basic information.

Swim check

Following the Dining Hall orientation, proceed to the waterfront for swim checks. Scouts and Leaders should be prepared to get in the water. Basic aquatics rules will be discussed as well as the administration of the Swim Test. A completed health form and medical recheck is required to participate in a Swim Test.

Wrap Up

Upon completion of swim checks you will receive the wristbands for your unit from your staff guide. Following this you may return to your campsite and continue setting up until dinner. Consult the daily schedule for dinner and Leaders' meeting information. If you have any questions or need help, please do not hesitate to consult your Commissioner or site guide.

Early Arrivals: Camp Blackhawk

There is a \$75 Early Arrival Fee for arriving on Saturday.

Troops should plan to arrive between 1 p.m. and 5 p.m. at their section camp with a separate Saturday Roster listing everyone who will be in camp. The Troop will then check in at the section camp office.

Scouts must remain in the campsite until Sunday check-in unless accompanied by an adult leader. Equipment shall not be removed from another campsite without the Camp Director's approval. The cost of any damages caused will be shared by all early arriving troops in that section camp.

Unit Leaders are responsible for their Scouts as well as providing their Troop with meals until Sunday dinner. There will be only minimal staff support.

Troop Settlements

At the end of a unit's stay at camp, the unit leaders will need to complete a financial settlement in the section camp with the reservation Business Manager. Unit settlements will occur on Friday morning (Camp Blackhawk) and Friday afternoon (Camp Wolverine). Units are asked to sign up for a time slot with their Commissioners early in the week.

Financial settlement will include payments for additional scouts (including late fees if they apply) and leaders, outpost fees, guest meals, and any other charges incurred for camp services during the week. Leaders should bring any receipts or credits they have to the settlement. This can include any camp cash certificates, campership letters, discount certificates, and any other payment correspondence. Units will be able to reserve their campsite for next year at this time. Units who have an outstanding balance will not be allowed to reserve a site until that balance is paid.

Section Camp Check-Out Procedures: Camp Blackhawk

Pre Check-Out

This process normally begins at 7 a.m. on Saturday, but your Commissioner will schedule a time with you to start. During the first part of check-out the site staff member will inspect any equipment for damages, including camp tents and cots. Please do not take down or move any camp equipment.

Check-Out

After breakfast, your Commissioner or a designated staff member will complete the check-out process with you. This will include a site cleanliness check. Make sure that any and all trash is picked up prior to this time. Finally he or she will collect any paperwork, including your leader evaluation. When this portion is complete you will be free to go.

Stay-over Unit Process: Camp Blackhawk

If your unit will be staying for two weeks, you will need to provide a weekend-specific roster to be turned in to your Commissioner Saturday morning before noon. In addition, there are special instructions for stay-over units.

Meals

Your Commissioner will collect your weekend meal counts on Thursday, including a lunch and dinner on Saturday and a brunch on Sunday. Meals can be collected in hot packs from the Dining Hall.

Campsite and Equipment

If you will not be moving campsites, you do not need to take down but a staff member will come to inspect your equipment. If you are moving sites, please follow that part of the check-out procedures. Some spare equipment in your campsite may have to be moved during Saturday morning. Your help in this is appreciated. Please do not take equipment set in other sites as they are there for units who will be arriving on Sunday.

Supervision

Camp will be minimally staffed during the weekend and you will need to provide adequate supervision for your Scouts. Scouts will not be allowed to wander around the camp without adult supervision. The rules of camp are still in effect.

Emergency

In case of emergency, the camp office will be open and the camp radio will be available. Instructions on what to do and who to contact in an emergency will be clearly displayed in the office. There will be section camp and reservation staff available if needed, including the health officers.

Camp Policies (Listed Alphabetically)

Alcohol - Drugs - Smoking

- The consumption, possession and/or use of alcohol, illegal drugs, or controlled substances while participating in the Scouting program and/or on Scouting Property is not permitted.
- Violations of all local, state, and federal laws will be reported.
- Violators will be asked to leave Owasippe property.
- Adult Leaders are asked to refrain from smoking when in proximity of Scouts.

Background Check

Michigan law requires that each adult twenty one (21) years of age or older undergo a check against their home state's child abuse and neglect registry. The camp must have proof that this check has been completed and that they are not found to have been deemed a perpetrator of child abuse or neglect. Forms for Illinois, Indiana, Michigan, and Ohio as well as instructions can be found on the council website. Instructions and a copy of the Illinois form can be found in the appendix of this manual. Contact the camping department for adults who reside in other states.

Bicycles in Camp

Scouts and leaders are not encouraged to use bicycles in camp. If bicycles are used, a helmet must be worn at all times. Bicycles are not permitted on hiking trails and are limited to camp roads and two tracks. Violations will result in a loss of bicycling privileges.

Boats in Camp

Privately owned boats are NOT permitted in any Section Camp.

Buddy System

- The buddy system is in effect all over Owasippe.
- Scouts must travel with a buddy wherever they go.
- Leaders should devise a check-out/check-in system so they can account for Scouts at all times.
- Campers should hike on marked Owasippe trails.
- Hitchhiking or hiking along public roads is not allowed.

Camper Security

Staff Name Tags

Camp staff and camp volunteers are issued an Owasippe nametag and staff wristband that is to be worn at all times while on the property. Food service staff has a special uniform that identifies them.

Wristbands

Each registered camper (youth and adult) is issued a wristband upon arrival at Owasippe. This wristband signifies that the wearer belongs in camp. Replacement wristbands can be collected from the camp office. Visitors are issued a special wristband upon check-in at the Ad Center.

Proper Identification

Anyone not showing a proper identification may be stopped and questioned by a staff member or camper. Visitors should be directed and if necessary, escorted to the Ad Center. Trespassers will be escorted off the property.

Troop and Campsite Security

It is our suggestion and recommendation that troops utilize a “troop bank” that is both locked and kept in a locked troop trailer. Both scouts and leaders should refrain from keeping large amounts of cash in their tent during the week. We also suggest that Sunday, during the period of check-in to the end of the opening campfire, as well as Friday, from the start to end of the closing campfire, that one adult stay in the campsite at all times. This provides an added presence and layer of protection for any and all valuables that may be in the campsite.

Camper Discipline (Michigan State Law- Rule 113)

Rule 113 of “Rules for Licensing Children’s Camps in the State of Michigan” reads:

“A camper shall not be deprived of food or sleep, be placed alone without staff supervision, observation, and interaction, or be subjected to ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraints, either by staff Leaders or by another camper.”

It is expected that all Scouts and Leaders camping at Owasippe Scout Reservation will live up to the principles and values of the Scout Oath and Law. So that all unit leadership and their Scouts may more clearly understand their rights and what course of action will be taken if their rights are violated, the following information should be shared before arriving at camp:

1. The Scout Oath and Law are the only rules in camp. The unit leadership is responsible for enforcing these rules and disciplining those Scouts that break them.
2. In the case of inter-troop conflicts or problems, the unit leadership of the individual Scouts involved is responsible for disciplining each of the individual Scouts.
3. The camp administration (beginning with the Camp Director of any section camp involved) is available and prepared to assist in establishing communication in the event of inter-troop problems.
4. If the camp administration believes further disciplinary action is required of the unit leadership, they will request it. If the requested disciplinary action is not taken, the district executive or Scout executive will be contacted.
5. The camp administration encourages unit leadership to send any Scout home immediately that steals, vandalizes, or intentionally places another Scout in danger of harm. The administration

reserves the right to take that action themselves if necessary, including sending the entire troop home within 24 hours.

6. Bullying, hazing, “midnight raids”, tent ditching, or other such activities are not allowed at any time at Owasippe Scout Reservation. Such activities place Scouts at risk of injury and may cause larger issues as a result of seemingly small rituals getting out of control.
7. A curfew of 10:00 p.m. will be strictly enforced for all Scouts. Scouts are required to be in their campsites by 10:00 p.m. Any Scout who must leave a campsite after 10:00 p.m. must be accompanied by an adult unit leader or camp staff member. Always maintain youth protection standards. Refer to #8 for exceptions.
8. Scouts may attend a scheduled camp activity past 10:00 p.m. if they have their leader’s permission and they use the buddy system. Activities could include star hikes, outposts, Order of the Arrow ceremonies, and other camp-wide activities.

Check-in/Check-out Policy

All campers must properly check in and check out of camp. A log is maintained in the Section camp office at all times and is always available. Youth protection standards must be maintained during trips off camp property. Visitors should consult the visitor entry of this policies section.

Child Abuse (Michigan State Law—Rule 115)

It is mandatory that any staff or volunteer report to his Director any actual or suspected case of child abuse or neglect immediately. The Camp Director shall immediately contact the Reservation Director, who, if after the investigation finds abuse or neglect, shall within 24 hours phone an oral report to the Department of Social Services and file a written report within 72 hours. This is the responsibility of all staff members and Leaders.

Early Release of Scout

Scouts who need to leave camp prior to normal departure time must have a filled out early release form signed by a parent or guardian. This process must take place in the camp office. This form can be found in the appendix.

Firearms, Ammunition, Fireworks, Bows & Arrows

- No firearms, ammunition, fireworks or bow and arrow of any kind may be kept in the possession of any camper or Unit Leader.
- Camp insurance does not allow the use of personal weapons (including paintball guns) or ammunition on Council property. There are no exceptions to this rule.

Fire, Liquids, & Propane Fuels

- Fire may be built only at designated areas and under proper supervision.
- Liquid or propane fuels should be used only under adult supervision.

- Replacement propane cylinders and cans of liquid fuel MUST be stored under lock and key at your campsite or in the camp flammable liquids storage box.
- National policy prohibits the use of open flames in tents, which includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking materials.
- All tents (camp owned or private) must be stenciled with or display a sign proclaiming “NO FLAMES IN TENTS”
- Fires built in camp must not exceed 4 feet in flame height. Special permission can be given for a larger fire from the Camp Director. The camp management reserves the right to demand a fire be reduced or put out if it is, in their opinion, a hazard.
- The troop is required to maintain a fireguard and keep up-to-date a fireguard chart prominently posted in the campsite.

Float Plans

Campers who are interested in checking out canoes or rowboats to be used outside of the boating areas on Big Blue Lake or Lake Wolverine must submit a float plan. For activities on Lake Wolverine, the float plan must be submitted to the Wolverine Aquatics Director. For activities on Big Blue Lake, the float plan must be submitted to the Blackhawk Aquatics Director. Float plans must be submitted 24 hours prior to trip departure. All standards, including qualified supervision must be adhered to. The Aquatics Director has the right to deny a float plan.

Harassment Prevention and Bullying Policy

Policy

It is the policy of the Pathway to Adventure Council to maintain a Scouting environment based on respect and courtesy. This policy is in effect at all times at Owasippe Scout Reservation.

Pathway to Adventure Council does not tolerate harassment of any kind of our youth members, adult volunteers, employees, members of the public, or suppliers. Any form of harassment that violates federal, state or local law is a violation of this policy and will be treated as a disciplinary matter. This includes but is not limited to harassment related to an individual’s race, religion, creed, color, sex, gender, sexual orientation, national origin, ancestry, citizenship status, uniformed service member status, marital status, pregnancy, age, medical condition, physical or emotional disability, or status with regard to public assistance.

For these purposes, the term “harassment and bullying” includes slurs and any other offensive remarks, jokes, and other verbal, graphic, or physical conduct that denigrates or shows hostility or aversion to an individual because of any of these characteristics, and that has the purpose or effect of creating an intimidating, hostile or offensive environment, or of unreasonably interfering with an individual’s Scouting participation. One type of harassment prohibited by this policy is sexual harassment, which includes unwelcome advances, requests for sexual favors, or other offensive verbal, visual, or physical conduct.

Complaint Procedure

If you believe you have been harassed, or you become aware of an incident of the harassment of someone else which affects Scouting in any way, you are responsible for reporting the incident immediately to the Camp Director, Reservation Director, or Scout Executive. An accusation of harassment will be investigated quickly and firmly, and in connection with legal counsel or other investigator if appropriate. A substantiated violation of this policy will result in disciplinary action up to and including withdrawal of BSA membership. Reporting harassment will not result in any form of retaliation.

As Scouting volunteers, we know the Scout Oath and Law should be the only rules we need to live by. Your help in ensuring a positive Scouting environment for everyone is appreciated.

Swim Checks

Prior to participating in any aquatic activity, each camper must complete a swim check and be issued a buddy tag. For details, please consult the Swim Classification Procedures section of this manual.

Totin' Chip

- The Totin' Chip is a license for Scouts to carry an ax or knife. All Scouts must have a Totin' Chip card before they may carry an ax or knife at Owasisippe.
- The Totin' Chip and the right to tote may be taken away if the Woodsman's Code is violated.

Two-Deep Leadership

- Two Leaders are required with each Troop at Owasisippe.
- Troops with more than 20 boys will need one additional Leader for each multiple of 10 boys after 20.
- The camp Scoutmaster must be at least 21 years of age.
- The second Leader must be 18 years of age.
- All people 18 years of age and older are considered adults in camp.
- All Leaders must be registered members of the Boy Scouts of America and must submit a State of Michigan youth protection form before being approved for camping at Owasisippe.
- Leaders and Scouts may not stay in the same tent unless it is a parent/child situation.
- Leaders are responsible for the supervision of their troop at all times.

Youth Protection Policy

The youth protection policy of the Boy Scouts of America as described in the Guide to Safe Scouting is in effect at Owasisippe Scout Reservation. All Campers and Staff are required to adhere to these policies and help enforce them. Violators of the youth protection policy will be asked to leave, and the Scout Executive of the unit's council will be informed of the violation.

Youth Protection Training

It is the policy of the Pathway to Adventure Council that all adults who serve in any capacity with the Unit while at camp will be trained in the Youth Protection policies and procedures of the BSA. All Leaders eighteen years of age and older must show a signed training card, valid certificate of completion, or a signed copy of a BSA training report upon arrival at camp. Leaders are strongly encouraged to complete such training in their Councils or online, but the training is offered at the Ad Center Snack Bar. Consult the "Programs for Adults" section for more information.

Vehicles and Parking

- All vehicles must be registered at check-in using the **vehicles in camp sheet** found in the appendix.
- All drivers of vehicles on camp property must be 18 years of age or older, have no moving violations during the past two years, and possess a valid driver's license.
- All campers and staff will wear safety belts while riding in a vehicle on camp property.
- All riders must remain seated and refrain from distracting the driver.
- All loading and unloading of campers and gear must be done OFF the roadway. Campers are to remain orderly and enter and leave the vehicle in single file.
- No one is allowed to ride in the back of ANY truck.
- The speed limit on all camp roads is **10 miles per hour**.
- Parking is limited to designated parking lots. Vehicles are not permitted to remain in campsites.
- Special parking permits for campers with special needs are issued by the camp director.
- Repeated or flagrant violation of these policies will result in denial of driving privileges or expulsion from camp.

Visitor Policy

Parents and other visitors are welcome at Owasisippe. A visitor is defined as someone who stays for less than 36 hours at camp. Visitors who stay beyond that point are considered campers or volunteer staff and must comply with any and all standards that would apply.

All visitors must check in at the Ad Center. They will need to fill out the visitors' log, which includes name and contact information as well as vehicle information. After this is complete, a wristband will be issued. Visitors who arrive after hours need to check in at the health lodge.

Visitors must get unit leader approval to stay in a campsite and may not be unsupervised with youth at any time they are at camp. Visitors may make arrangements with the Ad Center to stay in a cabin if needed. Hotel rooms are also commonly available in town.

Annual Health and Medical Record Policy

Policy on Use of the Annual Health and Medical Record

In order to provide better care for its members and to assist them in better understanding their own physical capabilities, the Boy Scouts of America recommends that everyone who participates in a Scouting event have an annual medical evaluation by a certified and licensed health-care provider—a physician (MD or DO), nurse practitioner, or physician assistant. Providing your medical information on this four-part form will help ensure you meet the minimum standards for participation in various activities. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and B are to be completed at least annually by participants in all Scouting events. This health history, parental/guardian informed consent and hold harmless/release agreement, and talent release statement is to be completed by the participant and parents/guardians.

Part C is the physical exam that is required for participants in any event that exceeds 72 consecutive hours, for all high-adventure base participants, or when the nature of the activity is strenuous and demanding. Service projects or work weekends may fit this description. Part C is to be completed and signed by a certified and licensed health-care provider—physician (MD or DO), nurse practitioner, or physician assistant. It is important to note that the height/weight limits must be strictly adhered to when the event will take the unit more than 30 minutes away from an emergency vehicle, accessible roadway, or when the program requires it, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

The annual health and medical record is a national BSA form. A copy of this form is in the appendix and can be downloaded from the council website: www.pathwaytoadventure.org.

Medical Record Retention Policy

The State of Michigan requires that the camp retain a copy of the Annual Health and Medical Record for up to three years after attending camp. As such, campers should plan on submitting a **copy** of their health form during medical rechecks. Owasippe will keep the copy submitted at check-in. Medical forms will be kept in locked storage.

Medical Recheck Policy

The State of Michigan requires that every camper undergo a medical screening within the first 24 hours of arriving at camp. This is part of the unit check-in process in the section camp. Campers who arrive late must report to the camp office upon arrival at camp for their medical screening.

Medication Policy

The administration of prescription medication is the responsibility of the individual prescribed the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but the BSA does not mandate or necessarily encourage the leader to do so.

Medication Record

The unit is required to turn in a list of all medication in camp. This includes prescription and over-the-counter medication. Use the medication form located in the appendix.

Medication Storage

Medication should be stored in a secure place. Each unit is required to provide secure storage for all medication. The camp office is available if the unit does not have adequate storage, or requires refrigerated storage. Camp staff will not administer medication to Scouts or leaders.

Swim Classification Procedures

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no requirement that this be the only place the test is conducted. All persons participating in BSA aquatics are classified according to their swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth, and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

Swimmer's Test:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating for about one minute.

Beginners Test:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

Administration of Swim Classification Test

Option A (at unit level with council-approved aquatics test administrators)

The swim classification test done at a unit level should be conducted by one of the following council approved test administrators: Aquatics Instructor: BSA, Aquatics Supervisor: BSA, Lifeguard: BSA, Red Cross Lifeguard, Red Cross Lifeguard Instructor, or Red Cross Water Safety Instructor. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at camp. The Pathway to Adventure Council requires that swim classification tests be conducted within the current calendar year prior to the unit's arrival at camp. The signed form must be presented upon arrival in camp. A copy of this form can be found in the Appendix.

Option B (at camp)

The swim classification test is done during the first day of camp.

Special Note

When swim tests are conducted away from or at camp, the Aquatics Director shall reserve the authority to review or retest individuals or entire troops to ensure that standards have been maintained.

Emergency Procedures

All campers must be completely familiar with Owasippe Emergency Procedures.

- Copies of the Emergency Procedures are posted in each camp office, program area, and campsite bulletin board.
- In the event that the section camp alarm (bell or horn) is sounded, ALL CAMPERS (adults and youth) must immediately report to the designated camp area. Your check in guide will identify the alarm in your section camp.
- An emergency drill will be conducted within 24 hours of each Troop's arrival at Owasippe. The alarm will sound and all campers will report to the designated area as if there were an actual emergency.
- Please note that there may be more updated versions of the emergency procedures at camp. Please consult your camp bulletin board and Commissioner for the most updated procedures.

Accident or Illness

- Administer first aid within your capabilities.
- Notify the section camp office before going to the Health Lodge. Let the staff know why you are going, and have them call the Health Lodge and notify them that you are coming in.
- If accident or illness is severe, send runners to notify the camp office. Do not move the victim. Give the location and nature of the problem to the staff, and they will call for Health and Safety personnel to respond to you.
- In the event that a camper must be transported to a medical facility, an adult leader MUST accompany the camper to the hospital. Youth protection standards must be maintained.

Evacuation

- Section camp alarm is sounded. All persons should report to the designated area immediately.
- Staff will be assigned to assist and direct campers to safety.
- If there is time, leaders should bring any prescription medications that may be stored in their site with them when evacuating.

Fire in Camp

- If you discover a wild fire or structure fire, report it to the camp office or nearest staff member immediately. DO NOT attempt to fight the fire!
- Section camp alarm will be sounded. All persons should report to the designated area immediately. In the event that the designated area cannot be reached without crossing the fire zone, go to the nearest program area and locate a staff member to assist you.
- Once at the designated area, adult leaders should account for all Troop members and report any missing campers to the Camp Director.
- Adult leaders should stand ready to assist staff in dropping tents and removing any fuel cylinders from their campsites, if requested to do so.

Lost Person

- If you need to report a lost person, notify the section camp office or nearest staff member immediately. Be prepared to give pertinent information such as name, site, troop, last known location, and any possible destination.
- A preliminary search will be conducted by staff members.
- If the preliminary search does not locate the subject, the section camp alarm will be sounded. All campers should report to the designated area for a head count.
- If the missing person does not report for head count, a full search will be implemented.

Lost Swimmer

- If you must report a lost swimmer, notify the Aquatic Area Director immediately. Give the missing swimmer's name, unit, and site number, if known.
- Aquatic and Reservation Staff will begin search procedures.
- Section camp alarm will be sounded. All campers should report to the designated area for a head count.

Power Outages

- In the event that power is off, causing the inter-camp telephones to be inoperable, the Camp Director will assign two drivers to be on standby to transport any sick Scout in a safe manner to the Health Lodge or to transport any messages if the need arises.
- The Camp Director will assign one driver to report the power outage to the Ad Center.
- Ad Center will send a messenger to all camps with emergency information.
- Back-up power sources will be initiated and an emergency telephone will be used.

Severe Weather

- All aquatic areas, C.O.P.E., climbing, and the horse ranch will close when thunder or lightning occurs, no matter how distant.
- Troops should store all loose items and tighten tie-downs for possible high winds.
- Move away from streams (flooding) and lone trees (lightning hazard).
- As severe weather approaches, the section camp alarm may be sounded. If this occurs, report to the designated area immediately. Troops may be instructed to move to places of safety by staff members.
- If a warning is issued, outdoor emergency sirens will be activated. Take immediate shelter. Move into the interior portion of a solid structure if possible. If caught out in the open, lay down flat and cover your head.

Food Service

Owasippe provides a quality food service for all campers and staff throughout the summer. The food service staff are committed to providing meals that both meet the dietary needs of active Scouts and a flavor that they deserve. Food is served in a variety of venues across the reservation including the dining hall at Blackhawk, in campsites at Wolverine, and at the Food Prep building at Ad Center.

Daily Food Counts and Guest Meals

In an attempt to make sure units are getting the proper amount of meals, a food count will be taken daily by the Commissioner. This food count sheet accounts for any dietary requests, food transfers, special requests, and guest meals. Guest meals are counted as meals that exceed the amount of paid participants. All guest meals will be charged as part of the unit settlement at the end of the week.

Dietary Requests

The food service staff is committed to accommodating campers with special dietary needs. As part of the main menu, we provide a vegetarian option for each meal. In addition, provisions for gluten free meals, and other allergy needs are available. It is important that this information is communicated to the camp prior to or upon arrival at camp. Pre-Camp planner form has a section set aside for food needs. Please include the name of the camper and as many details about the dietary need as possible.

Feedback

Feedback is always welcome as it helps us improve our overall service. During the mid-week leaders meeting, a member of our food service staff will be in attendance to address any issues and answer any questions. Meal suggestions are always welcomed and strongly considered for the next year. If there is an immediate issue with food, please contact your Commissioner or camp director quickly and they will help resolve any problems. At the end of the week, a food service specific evaluation will be collected by the camp office.

Weekly Meals

A normal week of camp consists of seventeen (17) meals beginning with dinner on Sunday and ending with breakfast on Saturday. Stay-over units receive an additional three (3) meals. This includes a lunch and dinner on Saturday, and a brunch on Sunday.

Menu

The camp menu is designed and approved by a licensed dietitian. It is designed to meet the dietary requirements of an active Scout and Leader. The menu is posted in conspicuous locations throughout camp including the campsite bulletin board. To provide some variety for our two week campers and staff, the menu is on a two week rotation. Calorie data is provided for each food item and for each meal. Detailed information on ingredients can be requested from the food service staff. Menu items can change over the course of the summer. All changes are approved by the reservation director.

Milk, Cereal, Bread, Peanut Butter, and Jelly

Although the food provided for each meal should be adequate for active Scouts and leaders at camp, it is necessary to provide some supplemental food for those who need it. To that end, we provide milk and cereal at each and every breakfast, and bread, peanut butter, and jelly at each lunch and dinner. In addition, we feel that milk is an important part of an active Scout's diet and will be available at every meal.

Blackhawk campers will have a cereal station set up at breakfast and a peanut butter and jelly sandwich station set up at lunch and dinner in the dining hall.

Wolverine campers can request milk, cereal, peanut butter, jelly, and bread when they do their daily food count sheet, and it will be delivered the next day with their meal.

Blackhawk Dining Hall

Meals in Blackhawk are served in the dining hall. The dining hall is the centerpiece of Camp Blackhawk and also contains the camp office. All meals in the dining hall are served family-style, and the camp has two dining sessions. This is needed to accommodate all our campers and maintain Michigan standards. Session meal times will be posted in a conspicuous place. A flag ceremony will be held between dining sessions at breakfast and dinner. Class A uniform is highly encouraged for dinner.

Waiters

Each unit is expected to provide two waiters per table for each meal. The number of tables are dependent on unit size and will be explained at the dining hall orientation as a part of check-in. Waiters are expected to arrive at the dining hall 15 minutes prior to the start of the meal. Waiters are expected to set the table and deliver the food from the kitchen area prior to the meal. After the meal, they are expected to clear the tables. It is important that the waiters are on time and prepared to meet these

expectations. It is also recommended for troops to send at least one experienced Scout per table to ensure setup and cleanup punctuality.

Wednesday Dinner Service (Steak Night)

On Wednesday the dining hall will be closed for dinner service, and units will cook their steaks in their campsite. This is a great opportunity for Scouts to practice some cooking skills and for Scouts taking cooking merit badge to prepare one of their required meals. Food is ordered through your Commissioner. Steaks and sides come raw and can be picked up from the dining hall after lunch on Wednesday. Sides may come cooked if requested and be picked up from the dining hall closer to dinner time. Cooking grates will be available for check-out from your Commissioner.

Owasippe Trading Posts

Owasippe boasts an impressive amount of souvenirs, custom merchandise, craft materials, merit badge resources, and camping supplies for our campers at our trading post locations. Hours of operation are posted at the trading posts and other conspicuous places throughout camp.

Locations

Trading posts are located conveniently across the reservation. They include the following:

Main Trading Post: Located in the Ad Center complex, the main trading post has a diverse selection of trading post items for sale.

Snack Bar: Located in the Ad Center complex near the main trading post, the snack bar is the best place to get refreshments. These include soft serve ice cream, popcorn, fountain soda, nachos, as well as an assortment of healthy snacks.

Wolverine Trading Post: Located near the Wolverine North Lodge and the swimming pool, the Wolverine trading post provides a good selection of souvenirs and refreshments. It is also the place to purchase craft kits needed for the various handicraft programs.

Blackhawk Trading Post: Located near the Dining Hall and the Handicraft area, the Blackhawk trading post provides a good selection of souvenirs and refreshments. It is also the place to purchase craft kits needed for the various handicraft programs.

Blackhawk Trading Post Hours:

Sunday	2:00 p.m. – 5:50 p.m.
	6:30 p.m. – 8:00 p.m.
Monday	8:30 a.m. – 12:00 p.m.
	2:00 p.m. – 4:45 p.m.
	6:30 p.m. – 8:15 p.m.
Tuesday	8:45 a.m. – 12:15 p.m.
	2:00 p.m. – 4:45 p.m.
	6:30 p.m. – 8:15 p.m.
Wednesday	8:45 a.m. – 12:15 p.m.
	2:00 p.m. – 5:15 p.m.
	6:30 p.m. – 8:15 p.m.
Thursday	8:45 a.m. – 12:15 p.m.
	2:00 p.m. – 5:15 p.m.
	6:30 p.m. – 8:15 p.m.
Friday	8:45 a.m. – 12:15 p.m.
	4:00 p.m. – 5:30 p.m.
	6:30 p.m. – 8:00 p.m.
Saturday	Closed: visit the Main Trading Post prior to your departure

Products

The trading post carries a wide variety of products. They include, but are not limited to, the following:

Refreshments: Candy and snacks, ice cream, soda pop, Vitamin Water, fruit snacks, and peanuts.

Souvenirs: Camp hats, camp t-shirts, camp patches, camp mugs, camp sweatshirts, and camp belt buckles.

Awards: Owasippe Segments.

Books: Merit badge books, Scout handbooks, Scoutmaster Handbook, nature resource books, and song & skit books.

Miscellaneous: Playing cards, games, postcards, bumper stickers, toiletries, and batteries.

Camp Gear: Knives, mosquito netting, flashlights, camp chairs, cook kits, and eating utensils.

Craft Items: See next section for more details.

Craft Items

Some of the most popular programs at camp are the handicraft merit badges. Each merit badge requires Scouts to construct a number of projects. All the necessary project kits and supplies can be purchased at the trading post. Below is a list of the merit badges offered in handicraft and the items that are typically available. Prices are estimates and are subject to change.

Leatherwork Merit Badge

- Leather Lacing: \$1.50 for the first yard, \$1.00 for each additional yard.
- Plastic Lacing: \$1.00 for the first yard, \$.50 for each additional yard.
- Wallet, belt or cell phone case: \$10.00
- Large mystery braid or bookmark: \$3.00
- Key fob: \$3.00
- Coin Purse: \$5.00
- Small Knife Pouch: \$6.50
- Large Knife Pouch: \$7.50
- Neckerchief Slide: \$3.50
- Assorted Leather Shapes: \$.75 - \$1.50
- Leather Round: \$3.00

Woodcarving Merit Badge

- Wood Block: \$1.00
- Neckerchief Slide: \$3.50

Basketry Merit Badge

- Basket Kit: \$5.50
- Stool Kit: \$13.00

Indian Lore Merit Badge

- Moccasin Kit: \$15.00
- Ankle Bells Kit: \$5.00
- Choker Kit: \$6.00
- Dream Catcher Kit: \$5.00
- Talking Feathers Kit: \$5.00
- Mini Teepee Kit: \$5.00
- Medicine Pouch: \$6.00
- Baby Moccasins Kit: \$7.00

Special Merit Badge Supply Sale

The trading post will be open on Sunday afternoon and evening and Monday morning selling merit badge supplies. These include handicraft merit badge supplies as well as merit badge books. This time is designed for an adult leader to purchase the necessary materials for these programs for his or her troop. During this time, the adult leader can charge the cost of the materials to settlement at the end of the week. This is the only time that the trading post will allow for charging items to be paid at settlement. Don't miss out on this great opportunity.

Sons of Owasippe

Every year, Owasippe provides a special commemorative patch and t-shirt set depicting the sons of chief Owasippe described in the introductory story of this manual. Units are encouraged to order these special items prior to camp. Pre-camp orders get a special discount on the price. Orders may be picked

up at the main trading post any time during your week of camp. See the order form in the appendix for ordering information and price.

Credit Policy

The trading post does not extend credit to units. The only exception to this is on Sunday and Monday for merit badge supplies. Any and all charges must be reconciled at settlement. The trading post does accept the following credit cards: Visa, MasterCard, American Express, and Discover.

Segment Program at Owasisippe

Owasippe provides a number of great program opportunities. As such there is a special recognition program that allows campers to proudly display all the different things they have accomplished over the years. Each segment can be purchased at the trading post and is to be worn around the Owasisippe patch on the uniform.

Astronomy: Participate in a star hike.

Blackhawk: Camp one week at Blackhawk.

Chapel: Participate in the vespers program at camp.

Climbing: Attend a session of open climbing at the climbing tower.

COPE: Participate in the COPE program.

Craft: Make something at the handicraft area.

E. Urner Goodman Museum: Visit the museum.

Hi Adventure: Participate in a Manistee Quest Trek.

Hiawatha Beach: Camp one week at Hiawatha Beach.

Hiker: Hike one of the main hiking trails. Each segment is color coordinated with its associated trail. See the Camp Services section for more information on the trail system.

Horseback: Participate in Wrangler Outpost.

Leader: Serve as an adult leader for one week at Owasisippe.

OA Ceremony: Participate as a ceremonialist at an Order of the Arrow ceremony at camp.

Pathfinder: Successfully complete the week-long Pathfinder program.

Photography: Participate in Photography Merit Badge.

Polar Bear: Participate in the Polar Bear Swim.

Reneker: Camp one week at Reneker.

Sailing: Participate in Open Sailing at the Fossett Sailing Base at Blackhawk Aquatics.

Staff: Serve one summer as camp staff at Owasisippe.

Tubing: Participate in a River Tubing trip.

Water sports: Participate in Lake Tubing.

Wilderness Survival: Participate in the Wilderness Survival overnighiter.

Wolverine: Camp one week at Wolverine.

Year Segments: Camp at Owasippe and receive the current year segment. Year segments from past years may be purchased from the trading post while supplies last.

Program

This section includes all the information you need to know to decide how to spend your time at Owasippe. Everything from Merit Badge and High Adventure Outpost programs to evening and adult programs are here.

Planning Your Troop Program

Introduction

For a century, Owasippe Scout Reservation has proudly presented Scouts and Scouters with an exciting summer camp experience, and our 103rd year is no different. One of the most wonderful parts of Owasippe is all the fun and adventure provided to Scouts and Scouters from all over the country. Yet, while fun and adventure is key, the process of planning your trip is a very important step towards maximizing the enjoyment of your stay. As such, this section has been prepared to help leaders, parents, and Scouts plan the best summer camp experience possible.

This year there have been some small changes to our program of which we are proud to boast. And while change may be hard to accept, we guarantee that the new programs, services, and merit badge rotation will not only streamline your experience over time, but will also make your stay at camp much more rewarding for your Scouts.

To ensure a well-rounded summer camp experience, your camp program should allow time for all your Scouts to participate in these three activity areas:

1. **Personal Advancement.** This can involve rank advancement offered through the Pathfinder (first-year camper) program and the many merit badge programs offered at Owasippe.
2. **Troop Time.** Owasippe offers plenty of opportunities for your troop to participate in troop programs, including outposts such as canoeing, tubing, or horseback riding. Additionally, troop swims, hikes, and camp-wide games are wonderful for your Scouts and use the patrol method.
3. **Personal Interests.** This could involve attending open programming in the afternoon and evenings including fishing, open boating, rifle shooting, or visiting areas of camp that Scouts may be interested in, such as Paradise Valley and the Quaking Bogs.

Merit Badges and Outposts

Merit badge programs at Owasippe Scout Reservation are an excellent opportunity for your Scouts to have a “hands-on” experience. The merit badge programs at Owasippe are aimed to provide fun with a purpose and practical applications.

When selecting merit badges, you and your Scouts should be mindful to choose badges that are appropriate to their abilities. This may be related to age, experience, and rank. Accordingly, this guide will provide a *suggestion* on the skill level of various merit badge programs. They will be labeled as **beginner**, **intermediate**, and **advanced**.

Beginner. Beginner badges are aimed towards first and second year Scouts. These badges help a Scout learn and apply basic skills from each of the program areas. In many cases, they set a foundation for many merit badges a Scout will complete later in his Scouting career.

Intermediate. Intermediate badges may appeal to second- and third-year Scouts. They are more challenging than beginner badges. These badges are generally aimed towards First-class Scouts.

Advanced. Advanced badges are recommended for Scouts in their fourth or later years at camp. These programs are the most challenging and are designed to keep an older Scout engaged and interested.

Block Schedule

This summer, the merit badge programs at Owasippe Scout Reservation will be offered in a block schedule. This schedule is aimed at giving Scouts more time in class sessions and to create a uniform schedule across the reservation.

How it works

Each program will be based on a 90 minute block of time, and most classes will meet twice over the course of the week for two blocks each session. For example, Swimming MB 1 meets on Monday from 9 a.m. until 12 noon and Wednesday from 9 a.m. until 12 noon. Some advanced programs will meet for two blocks each day of the week (except Friday), and other less-challenging programs will meet twice throughout the course of the week, for only block each session. Most outpost programs last for one 90 minute block. This will allow most Scouts to take two morning merit badge programs and two afternoon merit badge programs. Alternately, a Scout could have two morning merit badge programs, an afternoon merit badge program on Monday and Wednesday, and leave some space on Tuesday and Thursday for a horse trail ride, open rifle, open swimming, or a troop tubing trip.

The Program Entry

Each program is described in a program in the Blackhawk Program Entry PDF available at

¹Swimming Merit Badge

²Intermediate

³**Swimming MB 1(BH – MW 1&2)**
Monday and Wednesday 9am – 12pm
Swimming MB 2(BH – TR 1&2)
Tuesday and Thursday 9a m-12p m

⁴While this merit badge is recommended for Scouts age 12 and older, younger candidates with an extensive swimming background may be able to meet all or most of the requirements with little or no formal instruction. Most Scouts, however, will need instruction on proper technique prior to completing the requirements.

⁵**Prerequisites** : Swimmer Classification
Additional Cost: None
Location: Aquatics

⁶**Notes:** Please make sure that every Scout taking Swimming MB brings a pair of jeans, a long -sleeved button -up shirt, belt with a collar, socks, and a pair of lace -up shoes (not sandals!) that can get wet. This is for Requirement #4, clothes inflation, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge.

http://www.pathwaytoadventure.org/camping/blackhawk_resources . Let's continue to use Swimming merit badge as an example. To the right, you will see the Swimming Merit Badge. As you can see there are 6 parts to this entry, and they are numbered in red for reference. Box 1 includes the name of the program, and Box 2 lists the difficulty level. Box 3 is a listing of all the class names included in this program, as well as the times that they meet. Box 4 is a description of the program, and Box 5 contains any prerequisites, additional cost, and the location where the program meets. Lastly, Box 6 are the notes, which contain any special information regarding the program.

The Program Class Code

You will notice that each class in the program entry has a code in parentheses. The code is there for a few reasons but it is fairly straightforward. Let's look at a class entry.

Swimming MB 1 (BH – MW 1&2)

The class name is Swimming MB 1. In this example, it is the first of two swimming merit badge classes offered in camp. That class name is all that is needed to differentiate the two different swimming classes. The code helps refine it and provide more information. The code reads: (BH – MW 1&2). The BH before the dash signifies which camp it is in; BH signifies Blackhawk, while WL is Wolverine, and HA is High Adventure. The information after the dash is a day and time code. In this example, the class meets Monday and Wednesday, blocks 1 and 2. So, this class would meet Monday and Wednesday morning from 9 a.m. until 12 noon. See below for a list of all the codes and what they mean.

Block 1: 9:00a – 10:30a

Block 2: 10:30a – 12:00p

Block 3: 2:00p – 3:30p

Block 4: 3:30p – 5:00p

Block 5: 7:00p – 8:00p

Block 6: 8:00p – 9:00p

M: Monday

T: Tuesday

W: Wednesday

R: Thursday

Planning Process

In order to ensure that you maximize your time at camp, you should set aside ample time to prepare. Of course, the first step is to figure out what you and your Scouts would like to get out of the experience. To help, please use this manual to view descriptions, information, and schedules of the countless programs offered at camp.

This year, one of the useful tools at your disposal is an online registration system. This program will allow you to pre-schedule your Scouts in merit badge classes and to sign up for High Adventure programs. Accordingly, to help aid your planning, we have provided a worksheet for your Scouts to use in organizing their trip. This worksheet can be found in the appendix and is available for download on the Pathway to Adventure Council website.

Partial Merit Badge Completion

Scouts coming to camp with Merit Badges they have partially completed will have the opportunity to complete them throughout their week. Scouts will be able to complete partials during open program times, or they can setup a specific time with the area director for the merit badges that need completion. Scouts should know which requirements they have left to complete when meeting with the area director.

Important Steps

1. Explain to your Scouts what Owasippe Scout Reservation has to offer. Ask them to identify merit badges and programs they would like to participate in. This guide is a great place to start.
2. At a troop meeting, spend some time discussing with your Scouts the various programs they are interested in. This would be an appropriate time to choose troop and patrol activities such as canoe trips, trail rides, or tubing. This way, you can avoid possible scheduling conflicts later in the planning process.
3. Determine each individual Scout's needs. This program guide will help. Pay special attention to the difficulty level of badges and activities. A large portion of your time at camp should be allotted for individual Scout advancement and activity, but do not forget troop activities.
4. Ask Scouts what they want from camp. Discuss with each Scout one-on-one regarding their schedule. Then use the registration worksheets provided in this guide to help them to select the merit badges and activities they are interested in. Make sure they have not overbooked themselves. Note that when Scouts miss a merit badge class, they will most likely receive a partial.
5. Review each Scout's schedule. Ensure that there are no time conflicts.
6. Finally, use the online registration system on the Pathway to Adventure Council website to sign-up your Scouts.

Online Program Sign-up

Introduction

Planning out your Troop's program for summer camp is an important part of getting ready for summer camp. The next step is communicating those choices to the staff at Owasippe. As camp staff, they are committed to providing a top-notch program for your Scouts. Knowing which and how many Scouts are coming will greatly help them prepare. There are also programs in the High Adventure and Outpost section that have limited space and extra cost. It is important that we manage our sign-ups for these programs ahead of time.

With this in mind we at have implemented an online program sign-up. This process will help you, the unit leader, to organize the activities that your Scouts will be participating in over the course of the week, as well as help the staff prepare. This section will explain how to use the online sign-up and what resources are available to you. You will need access to a computer with an internet connection.

Resources

This manual includes a number of resources to help you plan your program and use the online sign-up feature. Below is a list of what they are and where they can be found.

1. **Scout Program Worksheet.** This worksheet, located in the appendix, is a tool you can use to have your Scouts put down on paper what they want to do at camp. This has spots for them to write the class name and numbers in and organize preference. It is designed to help make the process of signing up online easier. The worksheet can be easily removed and copied for distribution.
2. **Master Schedule.** This is located in this section of the leader manual and a copy is provided in the appendix to easily remove and copy as a handout.
3. **Program Section.** This section of the Manual has every program offered at Owasippe organized to make it easy for online sign-up. This will be your most useful resource in the planning and sign-up process. All the class names and terminology in this section will also match the terminology used online.

A separate online sign-up resource sheet, including screen shots, will be made available on the council website.

High Adventure and Outpost Programs

It is important to note that High Adventure programs will be utilizing this process for early sign-up. In the past we have requested units to send in a worksheet with their requests. The online sign-up process will replace that system. However, it will be possible to supplement High Adventure and Outpost sign-ups at check-in and throughout the week. That said, many popular programs will fill up quickly and not participating in the online sign-up may deny an opportunity to your Scouts.

Individuals

The online sign-up process will require you to include the individual names of the Scouts participating. As a result, you will end up with an individual schedule for each Scout in your unit. You will have the opportunity to update and change your sign-ups throughout the time leading up to camp.

Availability

Online sign-up will be available starting March 10th and **will end two weeks prior to your arrival at camp**. All sign-ups and any subsequent changes must happen during this period. You will not be able to make any changes online after the deadline. That said, we will be flexible in accommodating any changes that may happen after that point upon your arrival at camp.

Payments

Some programs require an additional fee. We will not be collecting any money for these programs using the online system. All payments for extra programs will be made at camp, and will be a part of the settlement process described earlier in this manual.

Camp Programs: Camp Blackhawk

Aquatics

The Blackhawk Aquatics area consists of over 285 feet of beautiful scenery on the shoreline of Big Blue Lake. Scouts will enjoy swimming in the lakefront swimming area and launching their boats from our sandy shores. The waterfront is conveniently located near the magnificent Dining Hall and is available for merit badges and open swim. During the evenings it is “Pure Michigan” as Scouts can sail, fish, and go tubing behind one of our powerboats. The Blackhawk Aquatics area is home to the Fossett Sailing Base, which houses our magnificent sailing and powerboat programs. The Sail Base offers multiple opportunities, from merit badges to open sailing. Come down and see what it is all about.

The Blackhawk Aquatics area proudly hosts:

- Swimming Merit Badge
- Life Saving Merit Badge
- Rowing Merit Badge
- Canoeing Merit Badge
- Open Swim
- Lap Swim/Mile Swim
- Polar Bear Swim
- Snorkeling, BSA
- Open Boating (both canoes and rowboats are available)

Handicraft

Sterling’s Craft Village, commonly known as Handicraft, is located beside the magnificent Dining Hall, at the base of Wilderness Hill. In this area, Scouts will have the opportunity to show off their creativity and artist skills through a number of different outlets. Scouts of all ages will have a chance to experience working with leather tools, basket weaving, and even make their very own sculpture! Truly a great place for younger Scouts to make something to take home and give to Mom.

Programs offered

- Art Merit Badge
- Basketry Merit Badge
- Leatherwork Merit Badge
- Sculpture Merit Badge
- Woodcarving Merit Badge

Scoutcraft

Down at Scoutcraft, Scouts will have every opportunity to learn all their outdoor skills. This area focuses on necessities to make every camping trip a more enjoyable experience. Scouts will learn proper technique in how to tie knots, lash things together and care for rope, how to pitch a shelter and set-up a campsite, how to prepare for and cook a meal over an open fire, survive in the wilderness, and a number of other key skills to be being a successful Scout. Awesome times and great friends are made all while in the midst of towering pioneering projects. So, come join us in the beautiful valley at the base of Checageau Hill, the home of Blackhawk Scoutcraft!

Programs Offered:

- Cooking Merit Badge
- Camping Merit Badge
- Pioneering Merit Badge
- Wilderness Survival Merit Badge
- Emergency Preparedness Merit Badge
- Pioneering Projects
- Wilderness Survival Overnighter
- Firem'n Chit & Totin' Chip Demonstration
- Paul Bunyan Award

Nature

View and learn about "All the Wealth of Earth and Heaven" at our beloved Nature Center. Scouts will learn about their natural environment and how ecosystems interact. More importantly, your Scouts will learn how to become stewards of the wilderness and how to preserve our wonderful planet. The area is located down the lake trail from Aquatics atop a hill, looking over Big Blue Lake. While at Nature, Scouts will learn how to identify multiple types of plants and wildlife. They will also be able to have up-close and personal encounters with multiple animals on display and contribute to our ongoing mammal shelter.

Programs offered:

- Environmental Science Merit Badge
- Mammal Study Merit Badge
- Weather Merit Badge
- Forestry Merit Badge
- Fish and Wildlife Merit Badge
- Fishing Merit Badge
- Pulp and Paper Merit Badge
- Soil and Water Conservation Merit Badge
- Conservation Projects

Shooting Sports

Shooting Sports is the area to go for all your field sport needs. Scouts will have the opportunity to learn safe handling techniques and learn how to properly use multiple firearms. Our three

different ranges provide training in using rifles, shotguns, and archery equipment. During the week Scouts will have the opportunity to shoot at everything from targets, MONSTERS, and maybe even some junk they find lying around their site.

- Rifle Range
 - Rifle Shooting Merit Badge
 - Open Rifle Shooting
 - Black Powder Rifle Shoot
 - The Leader's Challenge
 - Pathfinder Range Orientation
 - Junk Shoot
- Shotgun Range
 - Shotgun Merit Badge
 - Open Shotgun Shooting
- Archery Range
 - Archery Merit Badge
 - Open Archery

Pathfinder

The Pathfinder Program is Owasippe's First Year Experience Program. In this program, Scouts will work on a number of different skills required for rank advancements while experiencing much of what the camp has to offer. This year, the program has been expanded to offer optional times for pathfinders to take swimming, leather working, and mammal study merit badges in the afternoon.

While in the program areas, Scouts will work on their swimming skills, take a nature hike and learn how to identify different types of plant life, and multiple knots and lashings that Scouts use on every campout. Blackhawk Pathfinders will have the opportunity to attend a Rifle Range Orientation and participate in an Owasippe Adventure to some of the oldest and most important pieces of Owasippe history. At the end of Thursday's activities, Scouts will cook a meal for themselves and host a graduation ceremony.

Camp Wide Programs: Camp Blackhawk

Bar Code Throw Down

Every Scout's dream is to have a staff member be the waiter for their table. How does your troop earn this award? Being conservation minded, your troop collects the bottles and cans that they consume throughout the week. On Friday during the SPL meeting, have your bottle and cans brought down to the dining hall to be counted, (Sorry, plastic jugs will not be counted). The troop with the largest number turned in will receive staff waiters at dinner on Friday.

Don Ho Memorial Classic

Immediately following vespers take off your Class A and get ready for the inaugural Don Ho Memorial Classic. There will be plenty of things to do from playing games, enjoying some soothing music, and watching the sun set over Big Blue. We will also be bringing back the Dutch Oven Cook-off so make your favorite meal or dessert and bring it with to be judged against your peer's creations.

Vespers

A Scout is Reverent so come out to aquatics Tuesday evening, right after dinner, for a short, non-denominational religious service to give thanks for all you have and the beauty that surrounds you and your Scouts at Owasippe. Class A field uniforms are recommended. Evening programs will not start until the vespers service has concluded.

Reservation Wide Games

Join us Friday afternoon (2:30PM) for some good friendly competition. Wolverine, Blackhawk, and Reneker will meet at Ad Center and participate in a myriad of games and activities.

Evening Program: Camp Blackhawk

Sunday Night (Special)

Camp-Wide Tour (Flagpole)

Scouts looking to familiarize themselves with locations of our program areas will have the opportunity to attend the camp-wide tour. This scenic stroll through camp will provide your Scouts with information regarding what is offered in each program area as well as some pertinent rules and procedures. The Camp-Wide Tour is strongly recommended for all first-year Scouts. Please meet at the flagpole, located outside the Dining Hall, at 8:00 p.m.

Opening Campfire (Flagpole or Campsite)

All troops in camp are invited to attend our opening campfire on Sunday night. This campfire, performed by the staff, will set the enthusiasm bar for the week. Scouts looking to perform in the closing campfire should pay attention to the performances given by the staff to gather ideas to share with their fellow campers. It is important to note that the OA Call-Out ceremony will happen at the opening campfire. Troops staying in site 9 through 20 should meet at the flagpole outside the Dining Hall at 8:30p.m. Troops staying in sites 1 through 8 should meet at the entrance to your campsite; we will pick you up on the way to our beautiful fire bowl. Class A uniform, with OA sash, is strongly suggested.

Monday Night (7 p.m. – 9 p.m.)

Pathfinder Wood Carving Introduction (Handicraft):

To introduce Pathfinders to wood carving, we will teach them basic safety procedures; then we will give your first year Scouts the opportunity to practice common woodcarving techniques. Scouts will have an awesome time starting their very own work of art, whether it is a neckerchief or some old fashioned relief carving. Those Pathfinders who enjoy the fun and challenge of carving can return during open program and try their skill at the remainder of the merit badge.

Lap Swim/Mile Swim (Aquatics):

Lap swim is required of mile/channel swim participants as a way to progressively increase the amount of distance that you swim each day, ultimately leading up to a mile. Lap Swim is only offered to those participating in the mile/channel swim. An approved float plan and two experienced rowers are required to complete the mile swim.

Orienteering Course (Scoutcraft):

Stop by scoutcraft and test out your land navigation skills by competing in an Orienteering course that will fulfill the First Class Requirement 2. Groups between 2-3 scouts can enter and compete for the Golden Compass Award for the fastest time. Scoutmasters can also stop by the camp office and pick up copies of the map if they wish to complete the course within their unit for rank requirements.

Black Powder Shooting (Rifle Range):

Down at the rifle range, you can try shooting a black powder rifle just like they did during the Revolutionary War!

Nature Hike (Nature):

Feel like getting out of your campsite and exploring some areas of camp you have never seen before? Well then grab your hiking boots, a sturdy hiking stick, and probably some bug spray and come over to Nature. Join some of our staff members on Monday night as we head to some beautiful places on reservation for an evening hike. This will not be an ordinary hike though. As we hike along, our staff will point out some of the coolest plants and animals the reservation has to offer, show you some new games, perhaps sing a few new tunes, and of course tell you some great stories. So make sure to come over to Nature for a night full of fun facts, laughs, and wonderful memories.

OA Ice Cream Social (Dining Hall):

After evening program, on Monday night (around 9:30 p.m.), please join your fellow Arrowmen for a social gathering over a bowl of delicious ice cream! This event is open to all Order of the Arrow members from any lodge. Catch up on current events, pay your dues, learn about sealing your membership, or just hang out in the company of fellow Arrowmen. Just bring proof of membership for a tasty treat!

Tuesday Night (following Vespers)

Blackhawk Backyard BBQ (Scoutcraft):

This is our version of good old family time. Join the Blackhawk staff and every camper down at the Scoutcraft area for food, fun, and fellowship. Also held at this time will be the Dutch Oven Cook-off. This is a great opportunity for leaders and scouts to show off their cooking skills and put them up for judging against the creations of your peers! Blackhawk staff will judge entries, with ratings based on overall quality, taste, creativity, appearance, and name. Entries will be judged in two categories, one for desserts and one for meals.

Wednesday Night (7 p.m. – 9 p.m.)

Pathfinder Rifle Range Introduction (Rifle Range):

To introduce Pathfinders to rifle shooting, we will teach them basic safety procedures. Then we will give your first year Scouts the opportunity to shoot at giant mosquitoes in search of blood and/or at monsters fleeing a saloon via windows and doors. Scouts will have an awesome time shooting at something a little more interesting than a ringed target. Those Pathfinders who enjoy the fun and challenge of shooting can return during open shooting and try their skill at target shooting.

Snorkeling, BSA (Aquatics):

The Snorkeling, BSA requirements introduce Scouts to the special skills, equipment, and safety precautions associated with snorkeling. It also encourages the development of aquatics skills that promote fitness and recreation as well as provides a foundation for those who later will participate in more advanced underwater activity.

Conservation Project (Nature):

Please come down to Nature on Wednesday night and join us as we work to conserve the land that is “our” camp, whether it be building check dams, repairing or restoring trails, or many other conservation projects. It will always be a fun time and you will feel good for doing your part to help. Make some new friends, help sustain the ecology of Owasispe, and if needed, fulfill your Soil and Water Conservation requirement.

Wilderness Survival/Backpacking Overnighter (Scoutcraft):

Scouts in Wilderness Survival merit badge must build a shelter and sleep in/under it for a night. Scouts can complete this requirement by participating in the wilderness survival overnighter where staff will oversee the construction of the shelters and supervise scouts overnight. New for this year, the overnighter will also be introducing elements of backpacking where scouts who are not participating the in the Merit Badge can also spend a night away from camp in a tent and learn some new skills from Leave No Trace camping principles to backpacking cooking. Open to all scouts for each the Wilderness Survival or Backpacking option.

Tie Dye Wednesday (Handicraft):

Summer camp is such an extraordinary place, because it allows scouts to earn a handful of merit badges in only a short amount of time. However in this short period of time, events and activities are held in order to guarantee that scouts have an enjoyable time. One event offered to make sure that campers

will have a blast at camp is “Tie Dye Wednesday” at Handicraft. Campers will be able to Tie Dye their shirts while socializing with staff, listening to music, and playing games. Everyone needs a break, so why not spend it having fun.

Thursday Night (7 p.m. – 9 p.m.)

Lap Swim/Mile Swim (Aquatics):

Lap swim is required of mile/channel swim participants as a way to progressively increase the amount of distance that you swim each day, ultimately leading up to a mile. Lap Swim is only offered to those participating in the mile/channel swim. An approved float plan and two experienced rowers are required to complete the mile swim.

Pioneering Wars (Scoutcraft):

Based on the popular show “Junkyard Wars” a patrol of scouts will have a limited amount of time to plan and construct a pioneering project with only materials coming from the Scoutcraft “Junkyard” that must complete a task given out by the Scoutcraft staff at the beginning of the competition. Awards will be given out for most creative and best use of pioneering techniques.

Camp Blackhawk “GO” Leader Challenge (Rifle Range):

On Thursday night, leaders are invited down to the range to compete in the Leader’s Challenge. In the years past, scoutmasters have had one bullet to hit an egg, or had five shots to move a golf ball so far, or 15 rounds at balloons, mini pie pans, spinners, an egg, golf balls and rubber duckies floating on a pond in an effort to amass enough points to win for their troop. All of these challenges have had risk, whether it be a pie to the face, an egg cracked over the head, or water balloon firing squad. Come see what this year will bring.

Friday Night (Special)

Closing Campfire (Flagpole or Campsite)

Looking for a way to celebrate the week of fun? Please join us Friday night for our closing campfire. Scouts in camp will perform the acts of the evening, supplemented with recognition and announcements from the staff. Troops staying in site 9 through 20 should meet at the flagpole outside the Dining Hall at 8:30 p.m. Troop staying in sites 1 through 8 should meet at the entrance to your campsite; we will pick you up on the way to our beautiful fire-bowl. Class A uniform, with OA sash, is strongly suggested

High Adventure and Outpost Programs

Owasippe has an exciting high adventure and outpost program for Scouts of all ages. In this section are the areas and program details. It is important to note that a receipt will be issued at check-in or if any

programs are signed up for after check-in. Participants must bring the PINK copy of this receipt as proof of registration and payment.

Diamond O Ranch

Nestled off Silver Creek Road, just a short distance from the Administration Center, the Diamond O Ranch provides Owasippe campers with unique experiences not always found at resident summer camps. There are many routes and trails near the corral, which are used for trail rides and for teaching merit badge. Programs offered include:

- Horsemanship Merit Badge
- Horse Trail Rides
- Wrangler Outpost

Snack Bar

Located in the Administration Center complex and home to the main trading post, the Snack Bar is a nice place to experience Owasippe. Programs Provided:

- Mountain Biking Merit Badge

Owasippe Museum

Our newly renovated Owasippe Museum with its one room school house appearance is located right off of Russell Road near the food preparation building. Inside our museum you will find over 100 years' worth of artifacts and memorabilia that act as living history to our scout camp. Program offered within our museum include:

- Scouting Heritage Merit Badge

C.O.P.E./Climbing

On the entrance road to Camp Carlen, you will find both the C.O.P.E. and Climbing program areas. The Charles Nagel C.O.P.E. Course is the reservation's Project C.O.P.E. facility. Also at the C.O.P.E. base is a 30 ft. high climbing wall known as the Chris Hill Memorial Climbing Tower. Parking is provided across from the program areas. Programs provided:

- High and Low C.O.P.E.
- Open Climbing
- Climbing Merit Badge
- Leader C.O.P.E.
- Crate Climbing & Giants Ladder Outpost

Owasippe Maintenance Building

The Owasippe Maintenance building is found between the food preparation building and Administration Center. If you need a tool, they probably have it. This includes all necessary tools, liquids, and parts to complete any automotive or maintenance issue. Programs offered:

- Woodworking Merit Badge
- Painting Merit Badge

Fossett Sailing Base at Blackhawk Aquatics

Big Blue Lake provides Owasippe not only with beauty but also a natural resource for all boating activities; whether it's wind-, human-, or gas-powered, if it's on the lake, you will find it here. Take the road into Camp Blackhawk, and park in one of the two parking lots. After that, it is a short walk past the dining hall to the lake. Programs offered:

- Small Boat Sailing Merit Badge
- Open Sailing
- Water Sports Merit Badge
- Lake Tubing
- Motor Boating Merit Badge
- Kayaking Merit Badge
- Fishing Outpost

Canoeing and Tubing Trip Programs

Discover the beauty that is often overlooked at Owasippe. Both the canoeing trips and river tubing provide opportunities to see Owasippe from a completely different perspective. The length of canoe trips varies between three or six hours. River tubing and canoe trip pick-ups vary by camp, and can be arranged through the High Adventure Director. Trips are taken down the White River.

- River Tubing
- Canoeing Outpost

Guest Lodge

The newly renovated Guest Lodge is located along the shore of Lake Wolverine, next to the popular fishing spot that is the Wolverine Dam. The Lodge is a very short driving distance for Wolverine Campers or may be a good hike for those looking to get an early start. Blackhawk campers may be required to drive. Programs Offered:

- Photography Merit Badge
- Radio Merit Badge
- STEM Scientific Explorer Program

Camp Reneker

Camp Reneker is Owasippe's family camp, located in a short trip from the Administration Center. Take Russell Road south, and turn east on Holton-Whitehall Road. Parking is provided before you reach the lodge.

- Theatre Merit Badge

Adult Programs

In addition to our regular camp programs, Owasippe provides some special opportunities for adults. These are in the form of a number of trainings and fun extra programs.

Training Programs

Youth Protection Training

Youth Protection Training
Monday 9:30am – 10:30am

Youth protection training is required for all adult campers at Owasippe Scout Reservation. This important training will instruct you on the signs of child abuse and neglect and the Boy Scout policy on its prevention.

Prerequisites: None
Additional Cost: None
Location: Ad Center Snack Bar
Maximum Participants: N/A

Notes: This is mandatory for any adult who has not shown proof of completing Youth Protection training at check-in.

Troop Committee Challenge

Troop Committee Challenge
Monday through Thursday, 4pm to 5pm

Troop Committee Challenge is the basic training for committee members of a Boy Scout troop. This course teaches basic Troop operations, methods of the Scouting program, and ways to implement the Scouting program in your community.

Prerequisites: None
Additional Cost: \$5
Location: Ad Center Snack Bar
Maximum Participants: N/A

Notes: Must attend all four sessions to complete training.

Scoutmaster/Assistant Scoutmaster Specific Training

Scoutmaster/Assistant Scoutmaster Specific Training

Monday through Thursday, 2pm to 4pm

Scoutmaster/Assistant Scoutmaster training is the first step to becoming trained as a Boy Scout Leader. This course will teach you the aims and methods of Scouting, basic teaching techniques, and ways to relate to Scouts.

Prerequisites: None

Additional Cost: \$5

Location: Ad Center Snack Bar

Maximum Participants: N/A

Notes: This course can be taken in conjunction with Introduction to Outdoor Leader Skills. Must attend all four sessions to complete training.

Introduction to Outdoor Leader Skills

Introduction to Outdoor Leader Skills

Monday, 7pm – 9pm, Tuesday 9am – 12pm, Tuesday 7pm – 9am, Wednesday, 9am – 12pm, Wednesday, 7pm – 8:30 pm, Thursday 9am – 1 pm, and Thursday, 7pm – 9pm.

The last step in completing basic training for Boy Scout leaders, IOLS will teach you how to implement the Scouting program for youth in the outdoors. You will be able to practice the methods of Scouting while learning basic outdoor skills. These skills include knots and lashings, camp cooking, map and compass, wood tools, plant and animal identification, campfire program, and hiking and backpacking.

Prerequisites: Scoutmaster/Assistant Scoutmaster Specific Training

Additional Cost: \$35

Location: Wolverine Pathfinder Area

Maximum Participants: N/A

Notes: This course can be taken in conjunction with Scoutmaster/Assistant Scoutmaster Specific Training. Each session must be attended to complete the course.

Trek Safely

Trek Safely

By Appointment

Trek Safely is the Boy Scouts of America's recommended procedure for organizing and carrying out outdoor treks that involve Boy Scouts, Varsity Scouts, and Venturers. Trek Safely applies to all types of outdoor experiences that involve trekking, including hiking, backpacking, canoeing, horseback riding, caving, rafting, kayaking, sailing, ski touring, mountain climbing, and mountain biking.

Prerequisites: None

Additional Cost: None

Location: Ad Center

Maximum Participants: N/A

Notes: Contact the High adventure director to make an appointment.

Climb On Safely

Climb On Safely
By Appointment

Climb on safely is the Boy Scouts of America's recommended procedure for organizing BSA climbing/rappelling activities for your unit. Completion of Climb On Safely training does not qualify individuals to teach climbing or rappelling skills, rather the training serves as a guide on how to conduct safe climbing and rappelling activities for unit-level outings. By the end of this training you will have the knowledge to organize a climbing/rappelling activity for your unit.

Prerequisites: None
Additional Cost: None
Location: Climbing Tower
Maximum Participants: N/A

Notes: Contact the High Adventure Director to make an appointment.

Safety Afloat

Safety Afloat
Tuesday, 2 – 3:00 pm

Safety Afloat has been developed to promote boating and boating safety and to set standards for safe unit activity afloat. Participants will learn what it takes to become the Qualified Supervision for conducting a unit level trip afloat.

Prerequisites: None
Additional Cost: None
Location: Aquatics
Maximum Participants: N/A

Notes: Before a BSA group may engage in an excursion, expedition, or trip on the water (canoe, raft, sailboat, motorboat, rowboat, floating in an inner tube, or other craft), adult leaders for such activity must complete Safety Afloat Training, have a commitment card, with them, and be dedicated to full compliance with all nine points of Safety Afloat.

Safe Swim Defense

Safe Swim Defense

Monday, 2 – 3:00 pm

Learn what it takes to conduct a unit-level Aquatic activity. Participants will learn how to become Qualified Supervision and how to effectively implement their plan while conducting an activity.

Prerequisites: None

Additional Cost: None

Location: Aquatics

Maximum Participants: N/A

Notes: Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card with them, and agree to use the eight defenses in this plan.

Aquatics Supervision: Paddle Craft Safety

Advanced

Aquatics Supervision: Paddle Craft Safety (WL – TR 3&4)

Boating (WL – T 3&4) 2pm-5pm

Study (WL – R 3&4) 2pm-5pm

Float trips are popular Boy Scout activities. *Safety Afloat* awareness training provides guidelines for safe float trips and is required of unit leaders, but does not provide the skill training mandated by those guidelines. *BSA Paddle Craft Safety* expands *Safety Afloat* training to include the skills, as well as the knowledge, needed for a unit leader to confidently supervise canoeing or kayaking excursions on flat water. Persons completing the training should be better able to access their preparation to supervise paddle craft activities.

Prerequisites: Swimmer Classification, 16 years of age or older.

Additional Cost: None

Location: Aquatics

Maximum Participants: N/A

Notes: This training is open to any registered adult leader, Scout, Venturer, or Explorer. The course takes six hours and is valid for three years.

Aquatics Supervision: Swimming and Water Rescue

Advanced

Aquatics Supervision: Swimming and Water Rescue (WL – MW 3&4)

Monday and Wednesday 2pm – 5pm

Training for *BSA Swimming & Water Rescue* provides BSA leaders with information and skills to prevent, recognize, and respond to swimming emergencies during unit swimming activities. It expands the awareness instruction provided by *Safe Swim Defense* training. Persons completing the training should be better able to assess their preparation to supervise unit swimming events. The BSA recommends that at least one person with this training is present to assist with supervision whenever a unit swims at a location that does not provide lifeguards.

Prerequisites: Swimmer classification, 16 years of age or older, retrieve object from bottom of pool.

Additional Cost: None

Location: Aquatics

Maximum Participants: N/A

Notes: This training is open to any registered adult leader, Scout, Venturer, or Explorer. The course takes approximately six hours and is valid for three years.

Adult High Adventure Programs

Leader COPE

Intermediate

Leader COPE 1 (HA – M 5&6)

Monday, 7 – 9 pm

Leader COPE 2 (HA – W 5&6)

Wednesday, 7 – 9 pm

Attention all adult Leaders: Are you tired of watching the Scouts have **all** the fun? Do you wish you were a youth again just so you could try out that awesome High C.O.P.E. stuff? Do you yearn to show those kids a thing or two? If you're suffering from one or more of these symptoms, then you probably contracted a bad case of C.O.P.E.-itis. Luckily, we have the cure: Leader C.O.P.E.! Designed specifically for leaders who might fancy some fun of their own, Leader C.O.P.E. allows adult leaders to bypass the Low C.O.P.E. requirement and have a crack at the High C.O.P.E. course for themselves. Don't want to do the whole course? No problem! We guarantee that every Leader will have a chance to go down the zip line element! Additionally, all participants receive the Project C.O.P.E. t-shirt and patch (so you can brag to all of your friends back home, of course!).

Prerequisites: Participants must be 18 years of age or older.

Additional Cost: \$30

Location: COPE Course

Maximum Participants: 16

Notes: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Gym shoes are preferred. Absolutely no sandals.

The Owasippe Leader Recognition!

Scouts are not the only ones who should have fun at camp. Leaders too should get to participate in the fun and, like their scouts, be able to receive recognition for their achievements. Below are the requirements for Owasippe Leader Recognition. Only leaders 18 yoa and older, staying most of the week, may qualify for this prestigious award. This award, unlike most of the badges that we offer at camp, does not require a counselor. It is self reporting and scoring. It is also two tiered. Leaders have until the midday meal on Friday to complete sufficient requirements to qualify for an award. The Owasippe Leader Recognition certificate (suitable for framing) will be presented to leaders who earn in excess of 150 points. Turn in your completed form to your camp director. Leaders who attain 200 points or greater will be awarded the prestigious "Director's Cup" in recognition of their accomplishment.

Req #	Description of Requirement	Point Value	Points Earned
1	Nap or put your feet up at least three times during the week. These three times must total one hour or more. MANDATORY	20	
2	Help out at a program area For example, talk with the Scoutcraft director and then help out with lashing instruction for Pioneering MB. Get 10 bonus points if scouts from your troop are in the program area and see you helping out. MANDATORY	20 Regular 10 Bonus	
3	Spend at least two, minimum 20 minutes each, sessions on the leader's patio TALKING (in person face to face, not electronically, by mail, telegram, etc) with other adult leaders, from other units, about troop program ideas. Coffee, water or tea, when consumed during this process adds an additional 5 points. MANDATORY	20 Regular 5 Bonus	
4	Visit each program area at least once during the week. If your troop's scouts are present in at least two of the program areas when you stop by, earn a 10 point bonus. MANDATORY	20 Regular 10 Bonus	
5	Take part in an activity in at least one program area. For example, go to open shoot at the rifle range <u>and</u> shoot, swim during open swim or go to handicraft and carve a neckerchief slide. Do this when scouts from your troop are present and earn a ten point bonus.	20 Regular 10 Bonus	
6	Complete an adult leader, training course at camp from the ones we offer (other than youth protection) and receive your trained card. If you have already	30	

	taken all the courses we offer at camp, give yourself the points. You earned them.	Points	
7	Hold a scoutmaster conference and board of review for a scout who has completed any rank at camp excluding the Scout Badge.	25 Points	
8	Take a 30-minute walk, alone, through “all the wealth” that is Owasippe. Enjoy nature, think deep thoughts or whatever. Just enjoy the solitude.	20 Points	
9	Visit another unit’s site or invite leaders from another unit to yours. Swap camp stories. At least one of these stories must be ‘pretty funny!’	20 Points	
10	You and your unit participate in a camp service project, as directed by your camp director (outside of your site) that benefits the entire camp.	20 Points	
Total points earned			

Order of the Arrow Program

The Order of the Arrow has been an integral part of Owasippe summer camp program for over 90 years. This summer, Owasippe Lodge #7 will conduct a number of events every week, including Ordeal Inductions, Brotherhood Ceremonies, and an Ice Cream Social at each section camp.

Call-Out Ceremonies

Call-Out Ceremonies will be conducted each week during our opening campfire, on Sunday. Only those candidates whose name appears on the official Owasippe Lodge candidate list or on the official unit’s copy of the Unit Election Report can be called out. No exceptions to this rule can be made. Unit Leader’s should verify election results prior to camp and notify the Section Camp OA Coordinator on Sunday’s leader meeting of the Scouts to be called out. Order of the Arrow elections must be conducted at least two weeks prior to arrival at camp.

Candidates from out-of-council troops attending camp will not be called out unless prior written permission, including the unit number and names of the candidates, is obtained from the home council or lodge. Please bring a copy of this letter with you to camp and turn it in at the Sunday leader’s meeting. The Ordeal Induction itself must be done through your local lodge.

Ice Cream Social

All Arrowmen (any lodge), as well as newly called out Ordeal candidates, are welcome and encouraged to attend the Ice Cream Social. The focus of the social is to promote Brotherhood, so come on down and get ready to have a good time. Additionally, eligible Ordeal Candidates may be screened for the Brotherhood at this event. See the evening program section of this manual for more information on time and location.

Registration

Registration for OA induction events must be done on the Owasippe Lodge 2014 summer inductions registration form. Induction fees must be paid prior to induction to the lodge. Unit leaders are responsible for notifying the OA section camp coordinator with a list of Scouts who will complete their Ordeal or Brotherhood at camp by the Wednesday afternoon leaders meeting. Alternatively, a unit may mail pre-registration to the council office or sign up online using the online program sign up process at least two weeks prior to arrival at camp.

Ordeal Induction

Ordeal Induction

Thursday, 8:30 pm – Friday, 7 pm

Ordeal Inductions will take place each week beginning on Thursday evening, continuing through the day on Friday, and culminating in the candidates first OA Banquet early Friday evening. You must complete the summer induction form prior to participating.

Prerequisites: Dooley elected by your troop. Member of the Pathway to Adventure Council

Additional Cost: \$20

Location: Wolverine South Lodge

Maximum Participants: N/A

Notes: Each Ordeal Candidate should bring with them: a ground cloth or tarp, sleeping bag, work clothes, rain gear, complete Scout uniform, toiletries, and any needed medications. Candidates will NOT be able to return to their camp site before the Ordeal and Ceremonies are completed and will need to transfer their meals.

Brotherhood Induction

Brotherhood Induction

Friday, 3 – 7 pm

Those Ordeal members wishing to seal their membership in the order will have an opportunity to do so at the Brotherhood Ceremonies taking place each Friday afternoon. An Ordeal member must have completed 10 months of service to his unit since the Ordeal and must meet the five challenges of Brotherhood membership. Interested candidates can be screened at the OA ice cream social on Monday if they have not already been screened at their local chapter. Contact the Reservation OA Coordinator or your Section Camp OA Coordinator for more information.

Prerequisites: Ordeal member of the Owasippe Lodge in good standing with 10 months of service and has completed a Brotherhood screening.

Additional Cost: \$16

Location: Ad Center

Notes: The brotherhood induction ends with the OA banquet. All participants should plan on transferring their meals.

Inductions Schedule

Thursday	8:30 P.M.	Ordeal Candidates at Wolverine South Lodge
	9:00 P.M.	Pre-Ordeal Ceremony -- OA Fire bowl at Wolverine
Friday	3:00 P.M.	Brotherhood Candidates Assemble -- Ad Center
	4:00 P.M.	Brotherhood Ceremony -- OA Fire bowl at Camp Wolverine
	5:00 P.M.	Ordeal Ceremony -- OA Fire bowl at Camp Wolverine
	6:00 P.M.	OA Banquet -- Snack Bar at the Ad Center

For Members of the Order of the Arrow

With such a heavy OA program each week, Arrowmen attending camp are encouraged to assist in one or more of the following ways:

- Attend Thursday's Pre-Ordeal ceremony, Friday's Ordeal and Brotherhood Ceremonies, and the OA banquet.
- Serve as an Elangomat for the Ordeal*
- Serve as a Nimat for the Brotherhood
- Assist in Bowl Preparation and fire building during the week.
- Serve as a ceremonialist

Please volunteer and encourage other OA members to as well to help make the OA programs at camp a success. Arrowmen who assist with summer induction activities will be eligible for a limited-edition reward. Members who attend the OA banquet should plan on transferring their meals.

**Elangomat training will take place during lunch on Wednesday at Blackhawk, and during Shoes Off time on Thursday at Wolverine.*

Non Pathway to Adventure Council Units

The national Order of the Arrow does not allow lodges to induct members into the OA from other councils. As such, individuals not registered in the Pathway to Adventure Council and the Owasippe lodge will not be allowed to participate in Ordeal or Brotherhood inductions.

Long Term Camping Honor Award

The Owasippe Lodge Long Term Camping Honor Award is sponsored by Owasippe Lodge #7 for the camping promotion and recognition of quality long term camping program within troops and teams in the Pathway to Adventure Council. Our hope is that you will find this award a valuable tool to help your unit to plan and encourage an exciting outdoor experience for your scouts.

Appendix

Pre-Camp Planner

This form communicates a unit's needs prior to their arrival at camp. Fill this out and send it in two weeks before your arrival at camp.

Information for Parents

This three page handout is an easy way to communicate basic camp information to parents. It includes an equipment checklist for the Scout.

Annual Health and Medical Record

This is the health form required to attend Owasippe Scout Reservation.

Application for Campership

This is the campership application for the Pathway to Adventure Council. It is important to follow the instructions carefully. Campership deadline is April 15th.

Camper Early Release Form

This needs to be filled out for any Scout who will be leaving camp early. Parent or Guardian signature is required.

OSR Equine Activity Release of Liability

This form is required for any person who wishes to ride a horse at Owasippe. It is suggested that each Scout and Leader have a form filled out prior to their arrival at camp weather they think they want to ride a horse ahead of time or not.

Michigan Youth Protection Agreement

This form is required to be filled out and turned in by each adult at check-in.

Background Check Instructions

This document describes the instructions for the child abuse and neglect registry background check required by the State of Michigan. Each adult over the age of 21 should get a copy of this form along with the corresponding background check form for their state of residence.

State of Illinois DCFS Authorization for Background Check

This is the background check form for the state of Illinois.

Vehicles in Camp

This form needs to be filled out and turned in during section camp check-in. It should include every vehicle brought to camp by the unit.

Medications in Camp

This form must be filled out and turned in at med rechecks. This should include both prescription medication and over-the-counter medication.

Sons of Owasippe

This is the order form for the special Sons of Owasippe package. This must be sent in by May 31st to get the special pricing.

Swim Classification Record

This is the necessary form for units that want to complete swim classification tests prior to camp. This form must be turned into the aquatics director at check-in and must include a copy of the test administrator's credentials.

2014 OA Summer Induction Registration

This is the registration form for the Ordeal and Brotherhood induction programs at camp.

2014 OA Long Term Camping Honor Award Form

This form has the requirements for the Long Term Camping Honor Award.

Master Schedule

This is the color coded master schedule for programs at Owasippe. The classes and times coincide with the program information described in the manual as well as the online program signup system on the council website.

Scout Program Worksheet

This is the worksheet you should use for program planning. It's use is described in the program planning and online program sign-up section of the manual.

Directions to Owasippe

This map provides directions to Owasippe.

Maps

These include Owasippe, Blackhawk, and Wolverine.

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